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Game Basics

This section delves deeper than the game's manual and tutorials in providing an overview of the game's secrets and tasks, explaining the tactical side of its battle system, and covering the various ways of acquiring and strengthening familiars. If there's anything in the game that you don't understand, check it out!



Familiars

There are 300 different familiars you can serenade or metamorphose. This section—organized by familiar number and family—provides a comprehensive look at each familiar's abilities, tricks, and different forms. If you're wondering which familiars are worth using or trying to compare your metamorphosis options, look no further.



Walkthrough

The walkthrough will take you through the game, start to finish, covering not only the storyline objectives and boss strategies, but all of the game's optional content along the way. That includes all of the tasks, hidden areas, and hidden treasures as they become available. It's free of story spoilers, so read it without fear.



Tasks

While all of the pre-ending tasks are covered during the walkthrough, players who prefer to take them at their own pace can also find full coverage of them in this section, conveniently ordered by task journal number.



₹ How To Use This Guide ⊱



Appendices

The appendices provide detailed stats on each of the game's enemy creatures, entries for all of the spells, songs, and trickshots your party members can perform, details on all of the items in the game (including their alchemy formulae), coverage of the Solosseum and casino challenges, and the list of in-game trophies.

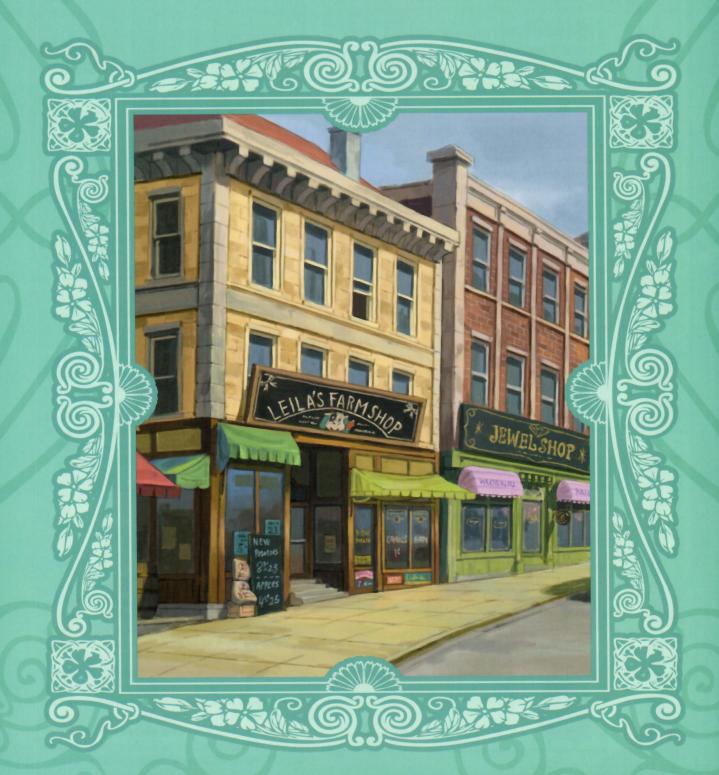


Interviews and Image Gallery

This section gives you a closer look at what it took to create Ni no Kuni. There are interviews with key members of the team, and an art section that shows how Ni no Kuni was brought to life through wonderful drawings.



Game Basics



Game Basics

The Basics of Adventuring

Oliver didn't come to the other world to hunt for hidden treasures, master the arts of alchemy, and dabble in the dangerous world of bounty hunting. But as long as he's here, he might as well have some fun! Ni no Kuni is a game full of perils, but boredom should never be one of them.

Collecting Treasures

With several hundred familiars to outfit and scores of alchemical formulae that all require different ingredients, Oliver and his friends are going to need a whole lot of stuff. You can buy a variety of provisions and armaments in each town, but only a tiny fraction of the game's items ever hit store shelves—acquiring the rarest and best items will require some extra effort on your part.

Hidden Overworld Treasures

One hundred hidden treasures have been scattered throughout Ni no Kuni's massive overworld. The hiding spots have no distinctive appearance, but if you examine certain prominent landmarks (large rocks, isolated trees, the tips of landmasses, etc.), you might discover a treasure. In the latter half of the game, you learn a spell that causes these items to appear as treasure chests on your mini map, making them much easier to find. But at that point, the contents of these hidden treasures won't be quite so exciting, often consisting of low-level provisions and weapons you've long since outgrown. It's always best to get the loot when it still matters, which is why we cover the hidden treasures of each area in the walkthrough section of this guide. Note, however, that not all hidden treasures are accessible the first time you visit a new region of the world map; some can only be reached with the help of spells or modes of transportation that become available later in the game.





If you collect all 100 hidden treasures, you'll unlock a silver trophy for your efforts.



Trying to figure out which hidden treasures you've already found? Check the "Regions of the World" section of *The Wizard's Companion* and zoom in on the maps; a keyhole icon appears at every point on the map where you've found a hidden treasure.

Twinkling Forage Points

You can also collect items—usually alchemy ingredients—from twinkling forage points scattered throughout Ni no Kuni's overworld. Unlike hidden treasures, these can be seen clearly, although they may be tucked away in rarely visited regions of the world. Forage points also grow back, allowing you to forage the same items over and over again. The speed at which forage points reset varies based on the rarity of the items, from as little as five minutes to a full hour. Even if you have no use for the specific ingredients, forage as many as you can; you can always sell the extras.



Hidden Caves and Forest Glades

Towns and dangerous places appear as special icons on the game's mini map, but there's more to Ni no Kuni's world than is immediately apparent. There are also plenty of hidden areas, each offering a few treasure chests (often with excellent loot) and a handful of NPC characters who may have information or tasks to share. Half of the hidden areas are caves, and avid explorers should be able to spot the black holes in the sides of cliffs that mark their entrances. But the other half are forest glades, and they're a lot tougher to spot. Whenever you see a cluster of trees, walk through the center of it, and if there's a hidden area, you'll find it. NPC townsfolk and task descriptions

will sometimes provide useful hints about their locations. (And of course, we point them all out in the walkthrough section of this guide.)









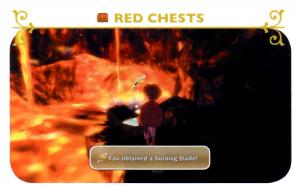
Like hidden treasures, hidden areas you've discovered become magically marked on the maps in the "Regions of the World" section of *The Wizard's Companion*.

Pots and Treasure Chests

There's treasure to be found in five types of containers, each with special properties, in places like towns, dangerous places, and hidden areas.



These are typically found in towns, and usually contain provisions, treats, or small amounts of money. Like the twinkling forage points on the world map, the contents of pots may return to be claimed again after a preset amount of time passes—usually around 15 minutes. However, the pots that hold the best items can only be looted once.



These are the most common kind of treasure chest. They're unlocked, located in plain sight, and require no special measures to open.



These chests are locked, and the keys are nowhere to be found. Fortunately, Oliver learns the Spring Lock spell early in the game and can use it to crack open blue chests.



These are among the game's best-hidden secrets, and they can only be claimed if you have Swaine in your party. Most areas hold one green chest, hidden in some obscure corner of the town or dangerous place. To spot them, you often need to use the right analog stick to look beyond the traversable part of an area. Once you've spotted a green chest, you need to find a nearby spot where you'll have a clear shot at it; when you're in the right place, an exclamation point pops up over Oliver's head. That's your cue to press \mathbf{X} and have Swaine bring up his treasure-claiming gun. Move the crosshairs over the green chest and press \mathbf{X} again to grab the loot.



These chests are locked and warded against magical intervention, so your Spring Lock spell alone won't be enough to get them open. But when you acquire the fully empowered Mornstar wand during your adventure, you'll have enough power to force the Spring Lock spell through. At that point it will take a lot of backtracking to find all the purple chests you've passed, but their contents are so powerful that it's worth the trouble.

The Wizard's Companion Pages

Oliver's Wizard's Companion will be an invaluable asset throughout his quest. But it's also something of a quest objective itself: Large chunks of the book are missing, and for Oliver to complete it, he needs to find the missing pages one by one. While many of the missing pages will be found at set points on your journey, others require some special action on your part. Here's what you'll need to do to find the pages from all seven chapters of the book (Magic, Alchemy, Equipment, Provisions, Creatures & Familiars, Tales of Wonder, and Regions of the World).



Magic

The magic spells in this section of the book are mostly earned from NPC characters as part of the story's progression. But there is a series of very useful optional spells that you can only learn by answering the questions of a young ghost named Horace. Horace appears in most of the game's towns, offering rewards for those who are willing to scour *The Wizard's Companion* for some obscure piece of knowledge. However, Horace only appears in a new place if you've answered all of his previous questions correctly, so it isn't a good idea to move on to a new area before you've won his prize.



Alchemy

The alchemy section expands as you're taught new alchemical formulae, typically from completing tasks that involve alchemy. A few additional sections are filled in by speaking to characters who offer formulae without requiring you to complete a task.



Equipment

Most of this section is initially available to you. But there are a few pages covering high-level equipment that can only be unlocked by completing certain item-related tasks.



Provisions

This section consists of provisions, ingredients, treats, and gems. These consumable items are the most abundant in the game, and common varieties can be found in foraging spots throughout the world map. However, the more rare versions can only be found in chests or stolen from creatures.



Creatures & Familiars

Some of the missing sections of the creature pages are only found after you defeat certain bosses (all of which you will face during the course of Oliver's quest). There's also a page for a rare family of familiars that can only be discovered by completing the optional Solosseum challenges.



Tales of Wonder

Initially, this section of stories is almost completely missing. You'll find many of the tales by defeating bosses and completing other objectives, but to fill in some pages you'll need to revisit important NPCs or search in areas that have special significance to the game's storyline.



Regions of the World

Whenever you stay at a town's Cat's Cradle inn, the memories of the previous guests magically fill in the pages related to that region. Make sure to spend at least one night in every town in the game!



While you're free to strike out in search of hidden treasures, hidden areas, and pages of *The Wizard's Companion* whenever you like, there are also plenty of things to do that are slightly more structured in nature, including two types of tasks that are tracked in Oliver's journal.

Errands

Throughout the game, residents of the towns you visit run into problems for which they could use a hero's help. You can find townsfolk in need by looking for the flashing blue dots on your mini map that indicate a citizen with a task to offer. Alternatively, you can visit the local Swift Solutions chapter, a business that allows anyone in need to post a request on its bulletin board. The bulletin boards will give you a list of the errands available and hints on where to find the clients, which can be useful when the client is living in a different town or a hidden area. To accept the errand, speak directly to the client and let them know you're interested. This adds the errand to your journal and, in some cases, makes other NPCs related to the errand appear as flashing blue dots on your auto-map. When you've completed the client's request, return to the client to report your triumph and collect your reward.



Errands aren't timed, so you can take as long as you want to complete them. (If you forget what the next step is, you can always find a summary of what you're doing in your task journal or on the board at Swift Solutions.) But as a general rule, it's best to do errands shortly after they appear, since completing them may be a prerequisite to unlocking other tasks, and the rewards the clients offer may lose some of their luster if you wait too long. Unlike bounty hunts, most errands don't involve combat, so they're a low-pressure way of gaining money and items, and they offer a nice break when you grow weary of fighting.



Bounty Hunts

Bounty hunts are special tasks offered only at the counter of Swift Solutions, and they always involve hunting down and defeating a particular creature. The task description will tell you the general region in which you can find the creature, and once you arrive there, you can look for a flashing blue dot on your mini map to find its exact position. Most bounty hunt targets are special non-familiar creatures that are far tougher than normal foes but not quite as tough as bosses. Once you've bested your quarry, return to any Swift Solutions and report the results to earn your reward.



Merit Rewards

Besides cash and items, all errands and bounty hunts offer a certain number of merit stamps as an additional reward. These merit stamps are collected on merit stamp cards, and when full, merit stamp cards can be redeemed for merit awards at the counter of Swift Solutions. Merit awards are special properties that are always active, such as faster movement, a chance of getting two items instead of one from a twinkling forage point, or a reduction in the MP cost of your spells. See the "Tasks" section of this book for the full list of merit awards.





After every 10 or so tasks, you'll receive a bonus stamp in addition to the promised amount, and after 100 or so tasks, you'll start receiving bonus stamps in greater amounts. Add up all the promised merit stamps and the 10 bonus stamps, and you'll have exactly enough merit stamp cards to purchase every merit stamp reward in the game.

The Solosseum and the Crypt Casino

In addition to errands and bounty hunt tasks, players who have reached a certain point in their adventure are free to participate in a series of arena challenges known as the Solosseum, or to tackle four different casino games—some classic, some original—at the Crypt Casino found on the Tombstone Trail. While these diversions offer some nice rewards, they are entirely optional objectives. You're free to pursue them whenever you like, and as much or as little as you desire.





Alchemy

Besides finding items as treasures and earning them from tasks, there's one more way to get the stuff you need: Make it yourself! Once you acquire an alchemy cauldron, you'll be able to mix lesser items and ingredients together to make a wide variety of provisions, treats, arms, and armor—including many that can only be acquired via alchemy.

Cooking Freestyle

There are two ways to make items via alchemy. You can "Follow a Formula" by selecting one of the formulae (recipes) that you've acquired on your adventure and hitting X to automatically mix together the ingredients (provided you have all the necessary ingredients) and make your item. Alternatively, you can "Mix and Match," throwing ingredients in willy-nilly in hopes you come up with something. There's no penalty for attempting to make items this way; if the ingredients don't work together, they'll all be returned to you upon the recipe's failure. You can also use the "Mix and Match" option to cook from formulae you've seen somewhere—in this book, for example—but haven't yet acquired in the game.



Collecting Formulae

You can acquire formulae only from the residents of the other world. Some will teach you new formulae as a reward for completing an errand, while others will happily teach anyone who's willing to listen. Once you acquire the alchemy cauldron, start talking to everyone in each new town you visit, as there's almost always someone with formulae to teach. Of course, we call these characters out in the walkthrough.



Acquiring Ingredients

Alchemy employs a wide variety of items, and finding them won't be easy. Don't discount the local Hootique shops in each town, which sell many of the food ingredients that treat and provision formulae require, and the Cawtermaster's Stores, which sell most of the arms and armor that can be upgraded via alchemy. Beyond that, there are scores of exotic ingredients that can only be acquired from twinkling forage points, as hidden treasures, or by defeating enemy creatures. Nearly all creatures in the game have two items—one common and one rare—that they may drop when defeated. They also have two items—again, one common, and one rare—that Swaine can steal with his Mugshot trickshot. Aspiring alchemists should try to fight a wide variety of foes and steal from them whenever the opportunity presents itself.







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Whenever you fall in battle, it'll cost you 10 percent of your cash to revive your party and continue. That doesn't sound like a lot, but it adds up, and gives you a good incentive to spend your money freely. Don't be shy about spending nearly all of your money on items like treats and new weapons in town; you'll get plenty more cash before you reach the next town. Don't sell unneeded items like old equipment unless you need the money; otherwise you risk losing it to the continue penalty.

The Basics of Familiars

Oliver can swing a stick with a decent amount of force, but let's face it—the lad was built for spell-casting. When the battles get tough, he's going to want someone else to do the heavy fighting, and that's where familiars come in. Raise them right, and they'll serve ably as your heroes' warriors, bodyguards, and companion elemental trick performers.

Recruiting Familiars

You receive your first few familiars as part of the game's storyline, but after that, you'll have to catch your own. After Esther officially joins your party, you gain the ability to recruit familiars by defeating creatures, impressing them with your prowess, and then having Esther play her Serenade song to lure them over to your team. Note that you don't get to choose which creatures you want to turn into familiars—they're the ones that choose you. The odds that a heart will appear over the head of a defeated creature vary by their type, landing at around 25 percent for the most docile creatures and going down to 4 percent for rarer and more powerful creatures. If you want a specific one, all you can do is battle it over and over again until you get lucky.



Each human party member can hold up to three familiars at once, and these familiars will gain experience points whether they're actually used in battle or not. As a general rule, you'll want at least two usable familiars that you can alternate between, with the third slot being saved for familiars you're trying to level up. You can also carry three extra familiars in your reserves, which can be swapped into your active party at any time outside of combat. However, familiars in your reserves do not gain experience

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Familiar Genuses

All of the game's 300-plus familiars are divided into 14 different genuses. While there are differences from familiar to familiar, members of the same genus typically share the same strengths and resistances. Each genus also excels at certain abilities and is likely to gain points in those abilities more quickly than in other abilities. Each of your four human party members specializes in dealing with certain genuses, and your familiars will receive a 10 percent bonus to their abilities when they're being used by that particular human. (When moving a familiar from one character to another, look to the area above and to the right of that character's roster to see the icons showing which familiars he or she is most compatible with.) While players should definitely take advantage of that bonus when they can, make sure each character has access to a good variety of familiars. For example, Oliver may be most compatible with aggressive fighters, but it's still to your advantage to make sure that he has access to an elemental trick performing familiar, even if there's no compatibility bonus.







Best Abilities — Weak To Poison Resists Petrification Most Compatible With Esther Favorite Treat Pie (Accuracy)

Best Abilities	Magical Attack, Evasion,	Magical Defense	
Weak To	Unconsciousness		
Resists	Poison		
M C	Ol:	Favorite Treat	Cuadas (Masical Defe
Most Compatible With	Oliver	Tavonie neat	Sundae (Magical Defe

Best Abilities	Evasion, Accu	ıracy, Magic	al Defense	
Weak To	Blindness			
Resists	Sleep			
Most Compatible With	Esthe	er	Favorite Treat	Ice Cream (Evasion
W	13		M	000

Best Abilities	Magical Defense, Evas	sion, Accuracy	
Weak To	Curse		
Resists	Nix		
Most Compatible With	Marcassin	Favorite Treat	Cake (Magical Attack
		2	NAA



Best Abilities	Attack, Defense			
Weak To	Poison			
Resists	Unconsciousness			
Most Compatible With	Oliver	Favorite	Treat	Chocolate (Attack
1				

Best Abilities	Attack, Defense, Magical	Attack	
Weak To	Stun, Nix		
Resists	Sleep, Confusion, Poison		
Most Compatible With	Swaine	Favorite Treat	Flan (Defense)

Best Abilities	Magical Defense,	Defense, Magical Atta	ck, Evasion, Accuracy
Weak To	_		
Resists	_		
Most Compatible With	_	Favorite Treat	Cake (Magical Attack)

Best Abilities	Defense, Magical Att	ack, Magical Defense	2
Weak To	Curse		
Resists	Stun		
Most Compatible With	Esther	Favorite Treat	Flan (Defense)
	9		

Best Abilities	Magical Attack, Magical	Defense, Attack	, Evasion
Weak To	Petrification, Confusion		
Resists	Unconsciousness, Curse)	
Most Compatible With	Marcassin	Favorite Treat	Sundae (Magical Defense)

Best Abilities	Magical Defense, Evasio	n, Attack, Defen	se
Weak To	Petrification, Nix		
Resists	Unconsciousness, Blindr	ness	
Most Compatible With	Swaine	Favorite Treat	Cake (Magical Attack)

Best Abilities Weak To				************
Resists	_			
Most Compatible With	_	Favor	rite Treat	Pie (Accuracy)
	-			

Gaining New Tricks and Command Slots

All familiars can attack and use one pre-determined command. They then have up to 4 other commands that you can allot "tricks" to. Tricks are special attacks and spell-like effects that familiars can use by spending their master's MP (magic points). Familiars learn new tricks at predetermined levels, but players can also teach them tricks by feeding them gems. Not every familiar can eat every gem; the elemental nature of the gem needs to agree with them. But most familiars are able to eat a wide variety of gems. Gems are a great way to teach powerful abilities to lower-level familiars who would otherwise be useless in combat. Gems can't be purchased or made in the alchemy cauldron, but they are commonly found in treasure chests and as task rewards.



To use a trick in combat, it must first be placed in a command slot. Select the familiar from the Friends & Familiars menu and press ▲ to open up the Commands option in order to allocate tricks into the command slots from its list of known tricks. Familiars have a limited number of command slots in which to place their tricks. Initially, most familiars have only a single free command slot, but you can unlock three additional command slots via some combination of leveling them up in combat, raising their familiarity by giving them treats, and making them metamorphose.

Familiars can also only learn up to 8 tricks in their list of known tricks. If you want your familiar to learn a new trick once it reaches this limit, you must permanently replace one of its existing tricks in that list.

The specifics vary for each familiar, so see the Familiars chapter for details..



Familiars' Celestial Signs

Each creature has one of four celestial signs—sun, star, moon, or planet—that alters its special properties and determines what treats it needs to eat to metamorphose into new forms. Each sign also has a double version, which increases the magnitude of its effects. Even when doubled, the effects of signs are often modest compared to the effects of elemental types (which we'll cover in the "Basics of Combat" section), but they can make all the difference in a tough fight. The rarest signs are planet and double planet, which are highly prized for the experience bonus they provide to their lucky holder. The double-planet sign is especially strong, as it offers bonuses against every other sign (except the planet sign).

Some creatures always have the same sign, while others may have a normal sign or its double variant, and a select few may have three different signs—usually a normal sign, its double variant, and the planet or double-planet sign. Normal signs are usually the most common, with double signs appearing less often and planet signs appearing only very rarely. Once a creature joins you as a familiar, its celestial sign is set for life, even if it metamorphoses into another form.

Celestial Sign Effects

	SIGN	EFFECTS
φ	Sun	+5% resistance to fire-type attacks and the sleep ailment
•	Double Sun	+10% resistance to fire-type attacks and the sleep ailment
-	Star	+5% resistance to storm-type attacks and the poison ailment
4	Double Star	+10% resistance to storm-type attacks and the poison ailment
<u>©</u>	Moon	+5% resistance to water-type attacks and the confusion ailment
C	Double Moon	+10% resistance to water-type attacks and the confusion ailment
9	Planet	+5% experience point bonus
X	Double Planet	+10% experience point bonus

Celestial Sign Relationships







The sun, moon, and star signs have a rock-paper-scissors relationship, where sun beats moon, moon beats star, and star beats sun. The result of this is that, in combat, a sun-sign familiar will deal 20 percent extra damage to a moon-type (or double-moon-type) familiar but 20 percent less damage to a star-type (or double-star-type) familiar. If the attacker has a double sign, the bonus and penalty will both rise to 30 percent: For example, a double-star-sign familiar will do 30 percent extra damage to a sun-type (or double-sun-type) familiar and 30 percent less damage to a moon-type (or double-moon-type) familiar.

The planet sign works differently. A familiar with a planet sign has no bonuses or penalties against any familiars, except for a hefty 50 percent damage bonus against familiars with a double-planet sign. Meanwhile, a double-planet-sign familiar will enjoy a 10 percent damage bonus against sun-, star-, and moon-sign familiars (and their double variants) but has no particular advantage or penalty against a planet-sign familiar.





Virtually all of the powerful enemies that appear in bounty hunts have the sun sign, so the sun-trumping star sign (or better yet, the double-star sign) is particularly valuable. Note that normal bosses have no sign at all.

Feeding Your Familiars

On the course of your task you'll acquire countless sweet treats that can be fed to your familiars. Treats boost a familiar's primary ability and also an ability known as familiarity, which reflects how much it likes you. Treats also fill up your familiars, and they'll refuse to eat if all 10 of the circles that reflect their stomach capacity are full. The only way to empty those circles is to work off those calories in combat; each battle you participate in will remove one circle of fullness from each of your familiars.

You can boost each familiar's abilities by a maximum of 50 points, spread as you choose across its six abilities. However, you can't just load them up with treats to give them all 50 points worth of boost right away. Each familiar has a familiarity bar that consists of five hearts; for each heart that fills up, you can boost them a maximum of 10 ability points.



Feeding familiars treats will boost their familiarity, with each new level of treat doubling the familiarity gains. Each familiar also has a favorite type of treat (determined by their genus—see the profiles in the "Familiar Genuses" section above), and when you feed it that treat, pink hearts will rise over its head and it will emit a happy squeal that reflects the double familiarity bonus it receives. Filling up the first familiarity heart is easy, but each one is harder than the last, and to fill up the later hearts you'll need to feed your familiars lots of their favorite treats, even if they've maxed out the number of bonus ability points they can earn. Fortunately, you can buy low-level treats in bulk amounts from any Hootique store, so even if the effect of eating them is modest, you can at least keep your familiars full and gradually raise their familiarity.



Once you acquire the alchemy cauldron, you can begin turning the low-level store-bought treats into more effective treats through alchemy. Most of the ingredients you need to upgrade them are also sold at Hootiques.

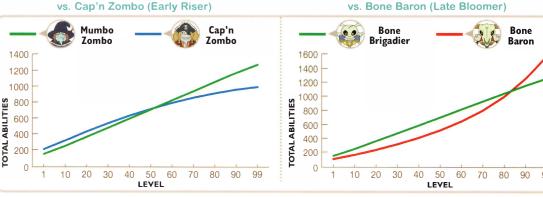
Familiar Growth Patterns

You'll notice that each entry in the "Familiars" chapter of this book lists a "growth pattern." Familiars with a normal growth pattern gain roughly the same boost to their primary abilities at every level, as is typical of leveling systems. But there are two other types of growth patterns: early risers and late bloomers. Early risers gain slightly bigger ability boosts at lower levels and slightly smaller ones at higher levels. They're typically stronger than familiars with a normal growth pattern until around level 40 or so, at which point they begin to fall behind. Familiars with a late-bloomer growth pattern are typically weaker at lower levels but make up for lost time—and then some—at higher

levels. They'll be outpaced by familiars with normal growth patterns until around level 80 or so, at which point their abilities will grow rapidly to leave all the other familiars in the dust. Needless to say, early risers are great in the early game, although players may want to develop some familiars with normal growth patterns for use later in the game. Lateblooming familiars are really only recommended for players who intend to complete all of the game's optional content and completely max out their familiars; other players will beat the game long before the familiars would naturally reach level 80.

Total Abilities of Bone Brigadier (Normal Growth)

Total Abilities of Mumbo Zombo (Normal Growth) vs. Cap'n Zombo (Early Riser)

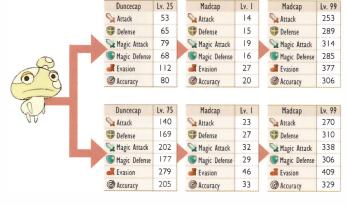


Familiar Metamorphosis

All familiars are a part of a familiar family that consists of four variations. The base familiar metamorphoses into a second-stage form, which can then metamorphose into one of two different ultimate forms. You choose which ultimate form you'd like it to metamorphose into; they're typically similar but differ in elemental resistances, growth pattern, and their assortment of tricks.

The level at which a familiar can go through metamorphosis varies by familiar, but the first metamorphose can usually happen somewhere between levels 10 and 20. When the second form reaches somewhere between level 28 and 35, it will be able to metamorphose into its ultimate form. To metamorphose a familiar the first time, you need to give it a treat known as a drop that matches its sign. For example, a familiar with the sun sign (or double-sun sign) needs to be given a sundrop. For the second metamorphosis, you need a more rare jumbo sundrop.

Once you metamorphose a familiar, its new form begins back at level 1. While it will keep all of the bonus abilities it's earned from eating treats, most of its strength will be lost. However, the higher the level of the familiar you metamorphose, the stronger its next form will be. The change isn't hugely significant, but a familiar who enters its second form from a very high level will always be 10–20 points stronger than a familiar who metamorphoses at its earliest possible opportunity. For the purposes of playing through the game, you should metamorphose your familiars as soon as you can, so you can get started building up their new forms early. But if your goal is to absolutely max out the power of a familiar, you'll want to do all your metamorphoses at high levels.





Since metamorphoses of your familiars resets them to level 1, it's important not to metamorphose them all at once, lest you be left with a team of very low-level second-stage familiars that will require extensive amounts of grinding. Stagger your metamorphosis so every character has at least one high-level familiar to hold down the fort while the newly changed familiars regain their strength.

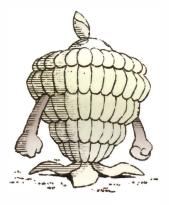
So Which Familiars Are Best?

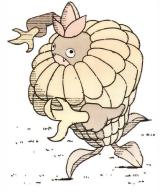
There are more than 300 familiars in Ni no Kuni, but because of the time and expense required to level them up and boost their abilities with treats, most players will want to stick with a small pool of their favorites. For the most part, the familiars in the game are well balanced; you can choose to play the ones you like best without having to worry that they'll be dramatically outclassed by new familiars that become available later. That said, not all familiars will be equally effective at fulfilling the roles your particular party needs. When you're trying to decide if a new familiar is worthy of your starting lineup, there are a few things you should look at:



- Abilities Balance—While versatile familiars are helpful in the early hours of the game, you'll eventually want familiars who excel at clearly defined roles, such as front-line fighter, elemental trick-performer, and defense-focused tank. These roles don't require high scores in every ability, so look for familiars whose abilities are a good match with their apparent role. Elemental trick-performing familiars will need high magical attack scores and solid defense and magical defense scores, but abilities like attack, accuracy, and attack speed are almost completely irrelevant. Conversely, front-line fighters benefit from high scores in pretty much everything except for magical attack, while defensive "tank" familiars will ideally have high defense, magical defense, and evasion scores, and useful elemental resistances (particularly to physical damage).
- **Predetermined Command**—Be wary of familiars who have the Psyche Up! command in place of a defensive command like Defend! or Evade!. While using Psyche Up! and Go Wild! can be an effective way of maximizing your damage potential, these familiars have no way to defend themselves against the extremely damaging attacks of late-game bosses. In the latter half of the game, look for opportunities to replace Psyche Up! familiars with familiars who are capable of complying when giving an All-Out Defense! order.

- Elemental Properties—Your familiar team should include performing who are capable of performing powerful tricks with the water, fire, and storm elemental types, so that you can exploit the elemental weaknesses of a wide variety of bosses and bounty hunt targets. (It's nice to have access to light- and dark-type spells as well, but that's much less essential.) If you're missing a good elemental trick familiar who specializes in any of those types, you should jump at the chance when a new recruit offers the potential to fill that hole in your lineup. It's also nice to have a variety of familiars (particularly front-line fighters) who are resistant to each of the elemental types. But the best resistance of all is to physical damage; that's a trait that's usually only seen in automata and mortui familiars, and it makes them fantastic as "tanks" that can absorb the damage dealt by physical attackers.
- **Growth Pattern**—Unless you're determined to absolutely maximize the potential of your familiars by raising them to extremely high levels before you metamorphose them, you'll find that the most effective familiars are the ones that are early risers in their first two forms and follow a normal growth pattern for their third and final form.
- Celestial Sign—When all else is equal, ask your potential recruits, "What's your sign?" The fast growth of planet and especially double-planet familiars makes them ideal, and familiars with the star (or better yet, double-star) sign are probably second best, due to their ability to trump the signs of most bounty hunt targets. Moon is probably the weakest sign, since the confusion effect is rare, and those familiars will be the least effective against bounty hunt targets.





The Basics of Combat

Oliver's task threatens to reshape the fate of the world, and there are plenty of forces that don't intend to let that happen. From diabolical villains to rampaging beasts, Oliver will have to fight for his survival every step of the way. The game's combat system seems simple, but mastery of its subtle depths could spell the difference between the other world's doom and its salvation.

The Flow of Combat

One of the creatures from a group of enemies will appear on the world map and in dangerous places to signify they are near, and you can attempt to avoid them if you choose. Certain foes are easier to avoid than others; some are slow, some are fast, some doggedly chase you while others stampede in a straight line. If an enemy seems quick and persistent, you'd be wise to meet it head-on; if Oliver is attacked from behind, his team will begin the battle at a serious disadvantage, able only to run away for several seconds while his enemies attack freely. Conversely, if you're not afraid to fight, you can come at enemies from behind, putting them on the defensive for the first several seconds of combat. Avoiding foes is usually pretty easy in open areas like when on the world map, but the tight corridors in dangerous places can make evasion difficult. In such situations, accept that combat is inevitable and seek out opportunities to strike from behind.



Picking Fighters and the Stamina Gauge

At the beginning of each battle, the game pauses while you choose which human character you want to control (press 1 and 2 to toggle between them) and then choose whether you'll use that character or one of his or her familiars by selecting a combatant with the left and right directional buttons. You actively control only the combatant of your chosen character; the other two combatants will be controlled by the computer, although you can take control of them at any time by changing your chosen character with 11.

You're free to use your human characters as much as you like, but there are limits to the amount of time you can use each familiar. As soon as you deploy a familiar, the stamina in its stamina gauge (a circle around its face in the upper-left corner of the screen) begins to deplete. As soon as you select another familiar (or return to controlling its master), its stamina begins to recharge. It is possible to continue using a familiar once its stamina gauge empties, but it will take a serious penalty to its abilities, and the time it requires to charge it back up increases significantly. As a general rule, you always want to pull a familiar back before its stamina gauge bottoms out, but when you're just a trick or two away from ending a battle, it's nice to have the option to stick with your current fighter.





Selecting and Canceling Commands

Once you've deployed your chosen combatant, the game unpauses, and you'll want to quickly choose a command with the left and right directional buttons. Commands like Attack! and Defend! work for a set duration: Your character or familiar will swing at foes or guard until the hand of the clock at the bottom of the screen makes a full rotation. You can press • to cancel out of this and select a new command at any time; this is an essential strategy for when you've just begun an attack cycle and the boss suddenly begins performing a powerful move that you need to defend against. Cancel out to abandon your attack, then perform a quick defense and, once the danger has passed, cancel out of your defense to resume attacking.



If you select a trick, you may have to wait for a brief period of time before the move is executed, particularly for spell-like effects. If an enemy hits you with an attack during this period, it might cancel your spell, so it's always best to use spells with long casting times from a safe distance away. (You can still move while casting, although your movement speed is significantly reduced.) Once a trick has been successfully used, it enters a cooldown period in which you cannot use it again for a period of anywhere between one second and a full minute, depending on the trick. Once you unlock multiple command slots, it's a good idea to give your elemental trick familiars multiple tricks that they can alternate between, lest they be forced to perform ineffective attacks while their tricks are cooling down.



Free Movement in Combat

Ni no Kuni is a fairly unique game in that it allows you to move your chosen character freely in combat. This has many uses, but beginning players often use it in counterproductive ways. When attacking, it is not necessary to move towards your target; in fact, when moving manually, your character will not be able to attack at all. Simply select your target with R1 and the directional buttons, and let your character do the rest. Free movement does have its uses, however. You can use it to retreat to a safe distance when casting spells, for example. When battling slow foes without long-range attacks, you can have them chase you around the battlefield while you use items, cast spells, or perform tricks. Free movement can also be used to avoid certain enemy moves (ones that only affect the area in front of the enemy, for example), or to circle around bosses who are especially vulnerable to attacks on certain parts of their body. And of course, it can be used to pick up glims on the battlefield.



Ca a o o re a a s a

Once a battle has started, you can attempt to run away, but the odds of success are dismally low. Failure results in you being unable to take any action for several seconds, so you should only attempt to run away as an absolute last resort.

Pre-determined Commands

All familiars can attack, but beyond that, they may have one of three pre-determined commands in their second command slot: Defend!, Evade!, or Psyche-Up!.

Defend! is the most common second command slot entry, and it's one shared by all of your human party members as well. When you select it, the character will enter a defensive posture for a full cycle of the clock. While defending, all damage they would take is reduced by half, and their odds of receiving an ailment decline as well.



Familiars with the Evade! command can enter a defensive posture that allows them to completely avoid an enemy attack, taking no damage and deftly avoiding any ailments. The catch is that the duration of this effect is extremely short, so it requires you to accurately anticipate the timing of the enemy attack.



The Psyche Up! command causes a familiar to spend a cycle gathering its strength. When the cycle ends, the usual attack command is replaced by Go Wild!, an enhanced form of attack that deals more damage and attacks more frequently. (After a single Go Wild! cycle, this reverts to the normal Attack command again.) Attacks delivered during a Go Wild! cycle have a higher than normal chance of canceling an enemy attack, so while familiars who have this trick cannot defend in the traditional sense, they have a chance of preventing enemy attacks entirely. Using familiars that can Psyche Up! in place of taking defensive action can be potentially devastating to your foes, but it's extremely risky.



Directing Your Allies

You can only directly control one character in combat, so when you have a full party of three, two-thirds of your team will be acting independently. While you can't micro-manage their behavior, you can use the Tactics menu to give them general directions. Keep Us Healthy is a particularly useful tactic, as it directs the ally to focus on healing wounded party members. However, when a healing-focused party member runs out of MP or there's no one to heal, they'll typically just wait around until healing is needed, attacking ineffectively and refusing to deploy familiars. So when healing is no longer necessary, consider changing tactics. If you're concerned about your party members wasting MP, employ the Don't Use Abilities tactic to keep them focused on basic attacking and defending. The Tactics menu also allows you to change the targeting strategy of your party members. As a general rule, you should order everyone to Attack Leader's Target; that way you can make the decision of which enemy is the paramount threat and guide your team in eliminating it as quickly as possible.



Tactics are good for setting general rules but aren't so good when you need to respond quickly to changing battlefield conditions. Fortunately, you'll eventually unlock the ability to order your party to go on an All-Out Attack! or switch to an All-Out Defense! with a tap of a button (▲ and ■, respectively). This option is incredibly useful against bosses who can use powerful attacks that damage the entire party; when you see the boss preparing to perform such a move, you can tap ■ to order everyone to defend and then ▲ to retaliate after your successful defense. There are a few things to remember, though: Ordering an All-Out Attack!

or All-Out Defense! changes the behavior of only the party members the computer is controlling; you'll still need to manually give an Attack or Defend order to your current character. Also, familiars who lack the command to defend or evade (because they have the Psyche Up! ability instead) won't be able to participate in an All-Out Defense!.



Canceling and Countering Enemy Attacks

Beyond defense and evasion, there are two ways to turn the tables on an attacking foe: countering and canceling.

A counter is an attack delivered in the instant before an enemy's normal attack (not a trick) would hit you. To perform it, approach the foe you have targeted (you can change your target with **R1** and the directional buttons) and use the directional buttons to ready the Attack command, but do not press X to confirm it. Instead, wait until your foe attacks, at which point you should see the speech bubble containing the Attack command flash blue. If you hit the X at that instant, you'll deliver an attack that trumps your foe's and leaves the target briefly stunned. The timing on counters can be very difficult; they can be pulled off on certain slow enemies, but unless you have incredible reflexes, they're very hard to pull off against quicker foes. In that situation, you'll need to learn the timing of the attack by watching the foe's animation, and then start pressing the button in the instant before you see the flash. If you can't master this challenging art, don't worry; countering is fun, but it's not an essential strategy.



When a foe is in the process of performing a trick, any hit you deliver against it has a chance of **canceling** the trick and stunning the foe. The odds of success seem to vary based on the enemy and the trick it's using; some tricks are impossible to cancel, while others are quite easy. The best way to increase your chances of pulling off a cancel are to attack with characters that have very high attack speeds or are using the Go Wild! command after a Psyche Up! command. Note that unless the trick you're attempting to cancel has an extremely long use time, trying to cancel a foe's attack means giving up an opportunity to have your attackers defend instead. Attempting cancels is typically a high-risk, high-reward strategy, and is best attempted when your foe is using a trick that won't have devastating consequences if you should fail.



Glims and Miracle Moves

Successful actions on the battlefield generate glowing spheres known as "glims," which your combatants can pick up to earn bonuses. There are three kinds of glims: Green glims recover a small amount of HP, blue glims recover a small amount of MP, and gold glims—by far the rarest and best glims—completely refill a character's HP and allow him or her to perform a miracle move. Each character and familiar knows a single miracle move, which is typically a tremendously powerful attack or some sort of support spell that significantly raises the party's abilities or provides an extensive amount of healing. To perform a miracle move, just pick up a gold glim and the move's name will appear in your Command menu, ready for you to press X to execute it.

Glims are typically rewarded for what the game considers to be good plays on the battlefield, such as successfully blocking a boss's trick, countering an enemy's attack, or exploiting a foe's elemental weakness. The best plays earn you a voice sample saying "Nice!" and have a higher chance of generating gold glims.





Many miracle moves have long use periods, and it is possible for your foes to cancel them with attacks. You may want to move to a safe distance away before executing your miracle move, or wait until after your opponent has performed a trick of its own and will be unable to retaliate.

Ways to Generate Glims

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SUCCESSFUL MANEUVER	ODDS OF GENERATING GLIMS	ODDS OF GENERATING A GOLD GLIM
Stun Boss by Exploiting Its Weakness	High	High
Defend Against a Boss's Trick	High	Moderate
Land a Critical Hit	Fairly High	Low
Defeat a Creature	Moderate	Very Low
Counter an Attack	Moderate	Very Low
Defend Against a Creature's Trick	Moderate	Very Low
Exploit an Elemental Weakness	Low	Very Low
Hit a Foe with an Attack	Low	None

Elemental Weaknesses and Resistances

There are six different types of damage: physical, which is the type of damage dealt by almost all standard attacks, and five elemental types of damage that are typically dealt by spells, which are fire, water, storm, light, and darkness. Most familiars and bosses are resistant to one type of damage and weak to another. If you can attack with a form of damage that your foes are weak to, you can usually do around 50 percent more damage, and exploiting the weakness may have other benefits as well, such as generating glims and, against certain bosses, causing a stun effect. When you attack a target and the numbers showing the amount of damage you've dealt are orange, you know you've hit upon your foe's weakness. Conversely, when the numbers are blue, it means you're dealing a type of damage that the foe is resistant to, and your attacks are less effective because of it. You can see each enemy's weaknesses and resistances in the enemy data sections of the walkthrough, as well as the "Familiars" chapter and the "Creatures" section of the appendix.



The easiest way to exploit elemental weaknesses is to have your familiar perform a trick with the same elemental effect that the foe is weak against. There are also weapons that will add elemental properties to the attacks of melee fighters, although you can't change equipment mid-battle, so it's hard to know in advance what the right weapon choice might be. But such weapons are well worth using in areas where a majority of enemies share a common weakness, such as the widespread weakness to fire in the icy Winterlands. Very few foes are weak to physical damage, but there are plenty who resist it, and in those cases, use any spell or any weapon that changes the nature of your attacks away from physical.



Keep in mind that all of this applies to your familiars as well. Check their profiles in the Friends & Familiars menu to see what your own familiars' weaknesses and resistances are, so you can deploy them against the foes they'll be especially effective against and keep them off the battlefield when you see foes that use elemental attacks of the type they're weak to. (Note that human characters have no natural elemental weaknesses or resistances but can gain them from equipment.)



Physical







Water



Storm





Status Ailments and Their Cures

Your foes—particularly bosses—often use tricks or spells that can inflict status ailments, such as poison, confusion, and curse. These ailments can throw a temporary monkey wrench into your well-laid plans, although they'll automatically resolve themselves after a short amount of time, or at the end of any battle. Some familiars are weak to certain ailments and some resist others, so one of the best ways to defend yourself against a boss who specializes in a certain ailment is to field a party that's resistant to its effects.





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You, too, have the ability to inflict ailments, with certain familiars' tricks or with Swaine's trickshots. But the odds of success are rarely good, and virtually all bosses and bounty hunt targets are completely immune to all ailments.

Ailments Inflicted in Battle

AILMENT	EFFECT	DURATION	CURES
Unconsciousness	You have 0 HP and can take no action.	Until end of battle (revive at 1 HP)	Phoenix feather, phoenix tear, or phoenix breath item, Upsy-Daisy trick
Petrification	You are turned to stone and can take no action.	Until end of battle	Stone-be-gone or all-be-gone item, Light Relief trick, Chant song
Sleep	You can take no action. Hits against you have a +40% chance of being critical hits.	20 seconds (or end of battle)	Be hit by any attack, sleep-be-gone or all-be-gone item, Rise and Shine or Light Relief trick, Chant song
Stun	You can take no action.	5 seconds (or end of battle)	All-be-gone item, Light Relief trick, Chant song
Confusion	You attack your own allies. Hits against you have a +10% chance of being critical hits.	20 seconds (or end of battle)	Confusion-be-gone or all-be-gone item, See Sense or Light Relief trick, Chant song
Poison	You lose 4% of HP every 4 seconds (you will not drop below 1 HP due to this effect).	20 seconds (or end of battle)	Poison-be-gone or all-be-gone item, Light Relief trick, Draw Poison spell, Chant song
Nix	You can't use spells, songs, trickshots, tricks, or miracle moves.	20 seconds (or end of battle)	Nix-be-gone item or all-be-gone item, Light Relief trick, Chant song
Blindness	Your accuracy drops by 70%.	20 seconds (or end of battle)	Poison-be-gone or all-be-gone item, Light Relief trick, Chant song
Curse	Your movement speed drops by half.	20 seconds	Curse-be-gone or all-be-gone item, Purifying Pulse or Light Relief trick, Chant song





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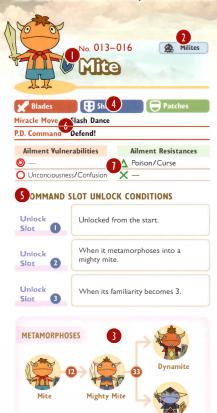
Familiars





Familiars

Each familiar has four potential stages of metamorphosis. These four, familiars share a great many attributes, and are often referred to as a "family." The familiar, index that follows is organized by family, and while the upper part of each entry shows the family's base familiar, the data it lists is true for all of its metamorphoses. Below that, you can find specific entries for each form within the family.







014 MIGHTY MITE

Max Lv. 54 Growth Pattern Stamina 35 Stamina Recovery

Movement Speed

Movement Speed

Attack Speed

Stamina	40	Stamina	Recovery	2.1					
Moveme	nt Spee	d	* * *	*		1			
Attack	Speed		* * *	*					
Abi	lities	Lv. I	Max Lv.	Gems					
Atta	ck	51	218		🟓 Fire 🏓 Neutral				
Defe	Defense 2		166		Tricks				
Mag Mag	. Attack	17	126	Lv. Name E					
■ Mag	. Defense	32	176	- 1	I Cut Loose Ph				
Eva.	sion	56	234	7	War Cry	Supp.			
		75	292	15	15 Slash 'n' Burn Fin				
				31	Whirligig	Storm			
	ffinities/	1		40 Yoo-Hoo Sup					
Phys.	100%	Fire	50%	50 Enlighten Su					
Water	150%	Storm	100%	63					
Light	100%	Dark	100%						

015 DYNAMITE

Max Lv. 99 Growth Pattern Early

Attack Spee	d	*	* *	3%					
Abilities		Lv. I	Max Lv.	Gems					
Attack	Attack		192	₩ F	ire 🍅 Dark 🐞 Phys. 🤘	Neutral			
Defense		32	188		Tricks				
Mag. Atta	ıck	17	126	Lv.	Name	Effect			
Mag. Def	ense	32	176	- 1	Cut Loose	Phys.			
Evasion		56	234	7	War Cry	Supp.			
Accuracy		75	292	15	Splish Slash	Water			
				31	Snowblower	Water			
	-	sistano	ee:	40	Soulshield	Supp.			
Phys. 10	0%	Fire	150%	49	Maddening Melody	Supp.			
Water 50	1%	Storm	100%	59	Supp.				
Light 10	0%	Dark	100%	-	-	-			

1 FAMILIAR NAME AND NUMBERS

The top part of each entry lists the numbers of all four familiars in the family and the name of the family's base familiar.

FAMILIAR GENUS

Each familiar is a member of a genus that shares certain attributes. Each human character specializes in familiars of three specific genera and gives those familiars a house to their state.

1 FAMILIAR METAMORPHOSES CHART

Each familiar family has four members. This chart shows what level each familiar in the family needs to be to metamorphose into a higher form.

1 EQUIPMENT

Each familiar can equip three pieces of equipment. However, specific types equip different types of equipment. For example, some equip wands, or axes, or spears, etc. This section lists the three types the members of this familiar family can use.

3 COMMAND SLOT UNLOCK CONDITIONS

Each familiar unlocks command slots (into which tricks can be equipped for use in combat) slightly differently. The conditions to unlock their three additional command slots are listed here.

6 MIRACLE MOVE AND PRE-DETERMINED COMMAND

Each familiar knows a miracle move that it can use after collecting a gold glim, as well as a pre-determined command like Defendf. Evadel, or Psyche Upl. See the "Game Basics" section for more details on these commands, and see the list of tricks at the end of this section for details on the miracle move.

• AILMENT RESISTANCES AND WEAKNESSES

Each familiar is particularly vulnerable to certain ailments (a circle denotes some vulnerability, while a double circle denotes a high level of vulnerability) but able to resist other ailments (a triangle denotes some level of resistance, while an X denotes complete immunity).

INDIVIDUAL DATA

This section lists the number, name, and certain stats for each individual familiar entry.

Maximum Level: The highest level to which this familiar can grow.

Growth Pattern: Familiars with an early riser growth pattern have their abilities rise quickly at low levels but more slowly at higher levels, while familiars with a late bloomer growth pattern gain ability increases slowly at low levels but more quickly

at high levels. (An "average" pattern denotes steady growth at any level.)

Stamina: This statistic reveals how long, in seconds, a familiar can be deployed on the battlefield without penalty.

Stamina Recovery Rate: This shows how much stamina a familiar regains per second when not on the battlefield.

Movement Speed: The more stars, the more quickly the familiar moves in combat.

Movement Speed: The more stars, the more quickly the familiar moves in combat Attack Speed: The more stars, the more strikes the familiar makes during an attack cycle.

O BASE ABILITIES

This section lists the average abilities for this familiar both at level 1 and at that familiar's maximum level.

Attack: Affects the amount of damage dealt with physical attacks.

Magical Attack: Affects the amount of damage dealt with tricks and spells.

Defense: Affects the amount of damage taken from enemy physical attacks.

Defense: Affects the amount of damage taken from enemy physical attacks.

Magical Defense: Affects the amount of damage taken from enemy tricks and spells.

Evasion: Affects the odds of dodging an enemy attack.

Dexterity: Affects the odds of hitting a foe with a physical attack and the odds of scoring a more damaging critical hit.

10 ELEMENTAL AFFINITIES AND RESISTANCES

Most familiars are weak to certain types of attack and resistant to others. The percentage refers to the amount of damage they take from such attack; so 150% would mark a weakness, while 50% denotes a strong resistance to that type of damage.

• RECRUITMENT ODDS

This percentage marks the chance that this familiar will offer to join your party when defeated in combat.

GEM COMPATIBILITY

The colored gems denote which gem treats can be fed to this familiar to teach it new tricks.

TRICK TABLE

This table lists the tricks each familiar can learn from gaining levels.

Familiar Index

Dragette

Familiar Name	Page	Familiar Name	Page	Familiar Name	Page	Familiar Name	Page	Familiar Name	Page
Acee	35	Draggle	63	Hymnpaler	58	Plessie	52	Starshade	58
Adamantiger	31	Drone Bumbler	47	Hyperboar	30	Pom Pom	55	Steam-Man	44
Airhead	50	Drongo	37	Ice Maiden	57	Pomagranite	55	Stranglerfish	33
All-Seeing Idler	41	Dualynx	56	Ice Queen	57	Pompeii	55	Stressy Plessie	52
Angelixx	59	Duck-Billed Bopper	53	Idler	41	Pond Pom	55	Strongo	37
Astralynx	56	Dumbelemur	32	Impaler	58	Potty	52	Sugarplum Sprite	51
Auroralynx	56	Duncecap	47	Incy	49	Prohawk	36	Sunshade	58
Aye-Aye Catcher	32	Dynamite	27	Inphant	31	Psych Tyke	40	Sunshine	54
Aye-Aye Sir	32	Eggroll	62	Iron-Man	44	Psychophant	31	Supercogductor	43
Baabarian	30	Eggyptian	62	labber	29	Purrloiner	26	Sweet Bream	55
Baabie	30	Eldritch Empress	57	Jabberguppy	29	Puss In Boats	26	Sweetpea Sprite	51
Baarndancer	30	Electrixx	59	Jackpotty	52	Puss In Bouts	26	Tadabout	33
Baatender	30	Electrongo	37	Jackrabbot	39	Pyromander	48	Taddlywink	33
Baddy-Daddy	45	Elegantiger	31	Kill-o'-the-Wisp	60	Queen Bumbler	47	Tadolescent	33
Balloonatic	56	Evil Idler	41	Kipper	55	Rabbot	39	Tadorable	33
Batterhorn	26	Ex-Girlfiend	61	Knightingale	38	Red Napper	55	Teeny Bopper	53
Beachhead	50	Fightingale	38	Lagoon Naiad	50	Relixx	59	Thumbelemur	32
Beam-Man	44	Firebyrde	35	Lesser Spotted Naiad	50	Rhinobore	29	Thunderbyrde	35
Bedraggle	63	Firefry	41	Lickety-Spitoo	42	Rhinosaur	29	Thunderhead	50
Big Bopper	53	Flapdragon	64	Lightshade	58	Rhinosaw	29	Tin-Man	44
Big Daddy	45	Flash Fry	41	Limberwood	45	Rhinosnore	29	Toko	51
Bigger-Boggle	59	Floret	39	Little Bighorn	26	Ruff	28	Tokotocold	51
Bighorn	26	Florid Floret	39	Lotus Bubbud	46	Ruffian	28	Tokotoko	51
Blessy Plessie	52	Flummox Floret	39	Lubber Cub	31	Sapdragon	64	Trapper Snapper	48
Boggly-Boo	59	Fluoroboros	49	Lumberwood	45	Sasquash	32	Triumphant	31
Bone Baron	61	Fluorongo	37	Madcap	47	Sasquish	32	Tropical Bubbud	46
Bone Brigadier	61	Fountainhead	50	Mahanaja	53	Scrambled Eggroll	62	Trumpy-Pumper	57
Bone Ranger	61	Fuddy-Daddy	45	Major Byrde	35	Scrapdragon	64		63
Bonehead	61	Full Boar	30	Mama Sasquash	32	Scruffian	28	Tundragorer Turban Legend	40
Boo-Bougie	60	Ghost Wisperer	60	Mandragorer	63	Sea Naiad	50	Turban Myth	40
Bougie	60	Girlfiend	61	Manglerfish	33	Seed Sprite	51	Turbandit	40
Bougieman	60	Gobfather	27	Master Key	42	Sharper-Parper	57	Turburn	40
Bougie-Woogie	60	Gobforsaken	27	Medixx	59	Sharp-Hooter	38	Turnkey	42
Bubbud	46	Gobspeed	27	Megalith	43	Shonky-Honker	57	Tu-Whit	38
Burly Hurly	28	Godsun	54	Mendragorer	63	Shrimpaler	58	Tu-Whoo	38
Bushido Bantam	38	Grandamned	61	Mermite	27	Siestar Fish	55	Tyke	40
Cap'n Zombo	62	Grand-Daddy	45	Messy Plessie	52	Sillymander	48	Umberwood	45
Captain Whamtastic	36	Grandsun	54	Mighty Mite	27	Sinister Sovereign	57	Umbralynx	56
Catastroceros	54	Greater Naiad	50	Minor Byrde	35	Slamander	48	Underripe Buncher	46
Chloroboros	49	Green Buncher	46	Mite	27	Sleepeafowl	37	Unibopper	53
Claptrap	48	Grimpaler	58	Moggle-Boggle	59	Small Fry	41	Water Balloonatic	56
Clinketyclank	44	Grimray	34	Mohawk	36	Snapper	34	Wattee	35
Clinketyclank DX	44	Gruffian	28	Monolith	43	Snaptrap	48	Wayward Sun	54
Clinketyclank LX	44	Grumpeafowl	37	Mumbo Zombo	62	Sniper Spitoo	42	Weaver Diva	49
Clinketyclank Mk. 2	44	Hackrabbot	39	Naja	53	Snipper	34	Web Master	49
Clubber Cub	31	Hierophant	31	Najalisk	53	Snowhawk	36	Whackrabbot	39
Cogdenser	43	Hip-Hooray	34	Najapatra	53	Soldier Bumbler	47	Whambat	36
Crackpot	52	Hippeafowl	37	Napcap	47	Sore Boar	30	Whampire Bat	36
Crashing Boar	30	Hoggle-Boggle	59	Napdragon	64	Spanglerfish	33	Whippersnapper	48
Crowhawk	36	Hog-Goblin	27	Neolith	43	Sparkee	35	Wild Idler	41
Cutpurrse	26	Honky-Tonker	57	Nightcap	47	Spike Tyke	40	Wildwood	45
Danglerfish	33	Hooray	34	Nightshade	58	Spitoo	42	Wimpeafowl	37
Deecee	35	Hooting-Star	38	Obscuroboros	49	Spitooligan	42	Wincy	49
Deep Fry	41	Horrid Floret	39	Oroboros	49	Splasher	34	Wishing Whambat	36
Demoliceros	54	Hot Cog	43	Overripe Buncher	46	Splatterhorn	26	Wisp	60
Destroceros	54	Hot-Air Balloonatic	56	Paladin Partridge	38	Splisher	34	Wispula	60
Dinkey	42	Hotpot	52	Paleolith	43	Sponge Bubbud	46	Worker Bumbler	47
Dinoceros	54	Hullaballoon	56	Pandoragorer	63	Springray	34	Yeliow Buncher	46
Docotoko	51	Humpty Bumpty	62	Papa Sasquash	32	Sprog Cog	43	Zombo	62
Don Key	42	Hurlabaloo	28	Petramander	48	Sprout Sprite	51	Zomboatswain	62
Dragamuffin	63	Hurlcules	28	Phantasma	61	Stabber	29		

Pike Tyke

Little

Bighorn

Unlock

Slot





001 LITTLE BIGHORN

Attack

Defense

Evasion

@ Accuracy

Mag. Attack

Mag. Defense



9 70

10 69

6 42

10 77

48

47 6

100%

8

16

	0-		1	
0	2	1	100	1
1	E		18	1
	2.8	10	Ve	
	X	1	1	
-	- 60	WO.	0	8%
_	•	_		_

🏓 Storm 🤌 Light 🏓 Phys. 论 Neutral

Tricks

Name

Ray of Light

Poison Pinch

Spire of Fire

20	A
12	P.
F. E	0
X	
- 000	8%

Effect

Phys.

Phys.

Fire

-

1	002 BIGHORN							
6	Max Lv.	45	Growth Pattern	Average				
	Stamina	35	Stamina Recovery	1.8				
200	Movemen	t Spee	ed 🛨 🛨					
8%	Attack Sp	eed	* * *					

Movement Speed

006 CUTPURRSE



lities	Lv. I	Max Lv.		Gems			
ıck	19	116	Storm 🟓 Light 🟓 Phys. 🟓 Neu				
ense	18	113	Tricks				
. Attack	12	87	Lv.	Name	Effect		
Mag. Defense		82	-1	Ray of Light	Phys.		
sion	13	98	8	8 Yoo-Hoo			
IE3CV	21	130	14	Fire			
			22	Smash Hit	Phys.		
ffinities/F	lesistano	62	30	War Cry	Supp.		
75%	Fire	100%	40	Slash 'n' Burn	Fire		
100%	Storm	100%	-	-	-		
100%	Dark	100%					
	uracy ffinities/F 75% 100%	19	ck 19 116 ense 18 113 , Attack 12 87 , Defense 11 82 stion 13 98 rarcy 21 130 ffinities/Resistances 75% Fire 100% 100% Storm 100%	ck 19 116 sense 18 113 character 12 87 kv. 10 befense 11 82 1 sistem 13 98 8 fifting the character 13 130 14 22 fiftinities/Resistances 30 100% form 100% decimal sense 15 fire 100% 40 100% character 15 fire 100% 60 100% character 15 fire 15	ck 19 116		

003 BATTERHORN

Affinities/Resistances

Water 100% Storm 100%

Light 100% Dark 100%

Phys. 85% Fire







Neutral

Effect

Phys.

Supp.

Supp.

Phys.

Phys.

Heal

					4 %	MILACK	Speed	,	C X X		
S	Lv. I	Max Lv.		Gems		Ab	ilities	Lv. I	Max Lv.		Gems
	28	263		Storm Phys. Neutral Strack 28 257			257 Storm Storm				
	28	255		Tricks		CP Def	ense	28	238		Tricks
ack	20	203	Lv.	Name	Effect	Mag	. Attack	19	163	Lv.	Name
fense	19	194	- 1	Ray of Light	Phys.	■ Mag	. Defense	19	171	1	Ray of Light
	23	229	П	Yoo-Hoo	Supp.	■ Eva	sion	23	221	- 1	Yoo-Hoo
	31	290	9	Enlighten	Supp.	@ Acc	uracy	32	309	10	Healing Rain
			18	Whirligig	Storm		- mesice			19	Bracer
ties/R	esistano	es	30	Thunderstorm	Storm	1	Affinities/F	Resistand	es	29	Petrifying Poke
5%	Fire	100%	42	Hocus Focus	Supp.	Phys.	65%	Fire	100%	40	Slice 'n' Dice
00%	Storm	100%	58	Super Slash	Phys.	Water	100%	Storm	100%	53	Lease of Life
00%	Dark	100%	-	_	-	Light	100%	Dark	100%	-	-
	fense fense ties/R	28 ack 20 fense 19 23 31 ties/Resistance 5% Fire 10% Storm	28 255 ack 20 203 fense 19 194 23 229 31 290 ties/Resistances 5% Fire 100% 50m 100%	28 255 ack 20 203 Lv. fense 19 194 1 23 229 1 31 290 9 131 290 9 180 180 180 180 180 180 180 180 180 180	28 255 Tricks	28 255	28 255	28 255	28 255	28 255	28 255



Bighorn

Splatterhorn

P.D. Command	Evade!						
Ailment Vulner	rabilities	Ailment Resistances					
O —		▲ Poison/Curse					
Unconciousnes	s/Confusion	X -					
COMMAND SLOT UNLOCK CONDITIONS							
Unlock Slot		ourrloiner's level hits 21, it metamorphoses into a					
Unlock Slot 2		When it metamorphoses into a puss in bouts and reaches level 25.					

METAMORPHOSES		1
20	莱	Puss in Bouts
		2000
Purrloiner	Cutpurrse	
		Puss in Boats

When its familiarity becomes 5.

005 PURRLOINER Max Lv. 32 Growth Pattern Early Stamina 30 Stamina Recovery Movement Speed Attack Speed Lv. 1 Max Lv. 9 86 ➡Fire ➡Light ➡Dark ➡Neutral Attack 8 Defense 65 S 6 d 0 Ph

Mag Mag	. Attack	8	65	Lv.	Name	Effect
Mag	. Defense	3	32	- 1	Ray of Light	Phys.
- Eva	sion	13	120	8	Drowsy Drops	Supp.
@ Acci	uracy	14	133	17	See Stars	Phys.
	Affinities/	Dacietane		_	-	-
P		nesistant		-	_	_
Phys.	100%	Fire	100%	-	-	-
Water	150%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	-	-
			BOUT		2016	
Max Lv	. 99	Growth	Pattern	Ea	rly	,
Stamina	a 40	Stamina	Recovery	2.	9	3
Moveme	ent Speed	1 7	* * *	*	0.44	,

ark	100%	_		
N E	BOUTS	S	2016	
wth	Pattern	Early	N.	Š .
nina	Recovery	2.9	N	E.
7	* * *	*	0.42	Ì
7	* * *	*	- 4	6.59
v. l	Max Lv.		Gems	
56	230	₩Fi	re 🐞 Dark 👛 N	leutral
27	181		Tricks	
2.4	150	Land	Al	ra .

Max Lv.	99	Growth	Pattern	Ear	rly	130	
Stamina	40	Stamina	Recovery	2.	9	N	3
Movement Speed ★ ★ ★						0,40	7
Attack !	peed		* * *	*			6.5%
Abil	ities	Lv. I	Max Lv.			Gems	
🔪 Atta	ck	56	230		Fire	Dark 🏓 Ne	eutral
😲 Defe	nse	27	181			Tricks	
Mag.	Attack	24	159	Lv.		Name	Effect
Mag.	Defense	12	107	-1	Ra	y of Light	Phys.
Evas	ion	70	275	9	Sm	oke Bomb	Supp.
Accur	racy	81	304	18		ne to Shine	Supp.
		10.	1	25	PI	asma Ball	Storm
Al		Resistan		33	Th	underbolt	Storm
Phys.	100%	Fire	50%	46	Peti	rifying Poke	Phys.
Water	150%	Storm	100%	-		_	-
Light	100%	Dark	100%	-		-	-

						A //
Max Lv.	. 55	Growth	Pattern	Ear	rly	[]
Stamina	35	Stamina	Recovery	2.	3	A.
Moveme	nt Spee	d	* * *			
Attack	Speed	7	* * *	*		910.4%
Abi	lities	Lv. I	Max Lv.	-	Gems	
Atta	ck	35	155	₩F	ire 🤲 Light 🏓 Dark	● Neutral
S Defe	ense	18	121		Tricks	
Mag Mag	. Attack	18	121	Lv.	Name	Effect
Mag	Defense	8	65	-1	Ray of Light	Phys.
Evas	ion	48	191	10	Smoke Bomb	Supp.
@ Accı	Ira cv	55	214	18	Dark Cloud	Dark
				28	Slice 'n' Dice	Phys.
A	ffinities	Resistan	ces	_	-	_
Phys.	100%	Fire	50%	-	-	-
Water	150%	Storm	100%	-	_	_
11.1						

Light 100%	Dark	100%	_	-	-
008 PUSS	IN	BOATS	S		
Max Lv. 99	Growth	Pattern	Ea	rly	3
Stamina 40	Stamina	Recovery	2	.9	5
Movement Spee	d	* * *	*		
Attack Speed		* * *	*		6.5%
Abilities	Lv. I	Max Lv.		Gems	
Attack	54	235		ire 🥌 Light 🍅 Dark 🛚	Neutral
Defense	30	190		Tricks	
Mag. Attack	30	190	Lv.	Name	Effect
Mag. Defense	11	93	1	Ray of Light	Phys.
Evasion	69	280	9	Smoke Bomb	Supp.
	-		20	Maddanina Malad	C

 Ξ



Miracle Move Song of the Soul P.D. Command Psyche Up! Ailment Vulnerabilities Ailment Resistances ▲ Poison/Curse Unconciousness/Confusion

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot

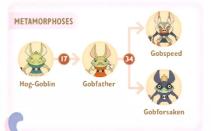
When a hog-goblin reaches level 12.

Unlock 2 Slot

When it metamorphoses into a gobspeed or a gobforsaken and reaches level 57.

Unlock 8 Slot

When its familiarity becomes 5.



009 HOG-GOBLIN

Max Lv.	32	Growth	Pa	ttern	Average
Stamina	30	Stamin	1.6		
Movemen	t Spee	d	*	*	
Attack Sp	eed		*	*	

nttath	specu					070		
Abi	lities	Lv. 1	Max Lv.		Gems			
Atta	ick	10	84					
T Defe	ense	7	62		Tricks			
Mag	. Attack	4	42	Lv.	Name	Effect		
Mag	. Defense	7	59	-1	Ray of Light	Phys.		
Eva	sion	8	73	6	See Sense	Heal		
@ Acc	itaca	11	87	15	Rolling Stone	Phys.		
				-	-	-		
P	ffinities/R	esistano	es	-	-	-		
Phys.	100%	Fire	100%	-	-	-		
Water	100%	Storm	100%	1-1	-	-		
Light	100%	Dark	100%	-	-	-		

OII GOBSPEED



Abi	lities	Lv. I	Max Lv.		Gems			
A tta	ick	35	305		➡Fire ➡Light ➡Net	ıtral		
Defe	ense	25	235		Tricks			
Mag	. Attack	14	126	Lv.	Name	Effect		
Mag	. Defense	21	183	- 1	Ray of Light	Phys.		
Eva		28	246	6	War Cry	Supp		
⊘ Acc		35	311	17	Enlighten	Supp.		
				28	Slice 'n' Dice	Phys.		
A		esistano	esistances		Ray of Life	Heal		
Phys.	100%	Fire	100%	47	Slash 'n' Burn	Fire		
Water	100%	Storm	100%	-	-	-		
Light	100%	Dark	100%	-	_	-		

010 GOBFATHER

MILL	OTO GODIATTIEN						
	Max Lv.	53	Growth Pattern	Avera			
	Stamina	amina 35 Stamina Recovery					
1755	Movemen	t Spee	ed 🛨 🛨				
8%	Attack S	peed	* *				

Movem	ent Speed	7	* *		机头	D		
Attack Speed * *					Monda	6.4%		
Ab	ilities	Lv. I	Max Lv.		Gems			
Natta	ick	22	153	Fire Light Neutral				
😲 Def	ense	15	106		Tricks			
Mag	. Attack	9	69	Lv.	Name	Effect		
● Mag	. Defense	14	100	-1	Ray of Light	Phys.		
Eva	sion	18	133	8	War Cry	Supp.		
@ Acc	IIII	22	158	14	Fling Flame	Fire		
				26	Petrifying Poke	Phys.		
-	Affinities/F	lesistano		-	_	-		
Phys.	100%	Fire	100%	-	-	-		
Water	100%	Storm	100%	-	-	-		

012 GOBFORSAKEN



Light 100% Dark 100%



Moveme Attack	ent Speed Speed	7	*			1	→ 4%
	1						
Abi	lities	Lv. I	Max Lv.		G	iems	
Atta 🔪	ick	35	305	Fir	e 🖦 Water	Storm	Neutral
😲 Defi	ense	24	215		T	ricks	
Mag	. Attack	15	147	Lv.	Nai	me	Effect
S Mag	. Defense	21	183	-1	Ray of	Light	Phys.
Eva		28	246	6	War	,	Supp.
@ Acci	ITACV	35	311	16	Evil En	nbrace	Supp.
		1		26	Demon	's Fury	Dark
	Affinities/R			33	Black	Blast	Dark
Phys.	100%	Fire	100%	49	Drop	Chop	Phys.
Water	100%	Storm	100%	-	-	-	_
Light	150%	Dark	50%	-	-	-	-

No. 013-016



Milites

Miracle Move P.D. Command Defend!

Ailment Vulnerabilities Ailment Resistances ▲ Poison/Curse O Unconciousness/Confusion

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot

Unlocked from the start.

Unlock 2 Slot

When it metamorphoses into a mighty mite.

Unlock Slot

When its familiarity becomes 3.



013 MITE





Light 100% Dark 100%



,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	speed					×		
Abi	ilities	Lv. I	Max Lv.		Gems			
Atta	ick	51	218	Fire Neutral				
CP Defe	ense	29	166	Tricks				
Mag Mag	. Attack	17	126	Lv.	Name	Effect		
Mag. Defense		32	176	- [Cut Loose	Phys.		
Eva		56	234	7	War Cry Sup			
		75	292	15	Slash 'n' Burn	Fire		
				31	Whirligig	Storm		
	Affinities/F			40	Yoo-Hoo	Supp.		
Phys.	100%	Fire	50%	50	Enlighten	Supp.		
Water	150%	Storm	100%	63	Super Slash	Phys.		
Light	100%	Dark	100%	-	-	-		

014 MIGHTY MITE





HOVEING	in speed	,	, , ,							
Attack	Speed	7	* * *		المتعال	4.8%				
Abi	lities	Lv. I	Max Lv.		Gems					
Atta	ick	30	141		Fire 🟓 Light 🟓 Neutral					
CP Defe	ense	17	120		Tricks					
Mag Mag	. Attack	10	75	Lv.	Name	Effect				
S Mag	Defense	19	127	1	Cut Loose	Phys.				
Eva	sion	35	155	7	Fling Flame	Fire				
@ Acci	ıracy	44	195	12	Roly-Poly	Phys.				
-				21	War Cry	Supp.				
	ffinities/F			28	Petrifying Poke	Phys.				
Phys.	100%	Fire	100%	37	Slice 'n' Dice	Phys.				
Water	150%	Storm	50%	-	-	-				
Light	100%	Dark	100%	-	_	-				

015 DYNAMITE

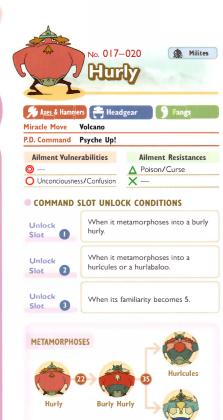
irly
Gems
🟓 Fire 🏓 Neutral

	Max Lv.	99	Growth	Patteri	1	Ear	ly
	Stamina	40	Stamin	a Recove	ry	2.	
	Movement	Speed	1	* *	* 1	k	
-	Attack Sp	eed		* *	*		
	Abilit	ies	Lv.	Max I	٧.		
	Attack		46	192		● Fi	re 🕻
	Defens	ie	32	188	3		
ffect	Mag. A	ttack	17	126	L	٧.	
lha						1	

016 MERMITE

(
	Toronto I
	3%

Attack	Speed	1	* * *		700	€ 3%			
Abi	lities	Lv. I	Max Lv.		Gems				
Atta	ck	46	192	Fire Dark Phys. Neutral					
S Defe	ense	32	188		Tricks				
Mag	. Attack	17	126	Lv.	Name	Effect			
Mag	. Defense	32	176	-1	Cut Loose	Phys.			
Eva:	sion	56	234	7	War Cry	Supp.			
⊘ Acci	iracv	75	292	15	Splish Slash	Water			
				31	Snowblower	Water			
A	ffinities/R	lesistano	es es	40	Soulshield	Supp.			
Phys.	100%	Fire	150%	49	Maddening Melody	Supp.			
Water	50%	Storm	100%	59	Smoke Bomb	Supp.			
Light	100%	Dark	100%	-	-	-			





Light 100% Dark 100%

021 RUFF

A CONTRACTOR OF THE PARTY OF TH	2	018	В	URI	Lì	/ H	l	JRLY
ly (Max	Lv.	50	Gi	rowth	18	attern
5 15	D)	Stam	ina	40	St	amin	a I	Recovery
S. S.		Move	men	Spee	d		*	*
_4_9	6%	Attac	k Sp	eed			*	*
Gems			Abilit	ies	1	Lv.	Ĩ	Max Lv.
● Fire ● Light ● Neu	tral	81	ttack			69		220
Tricks		9	efen	se		19		113
Name	Effect	21	lag. I	Attack		9		62
Sling Stone	Phys.	S	lag. [)efense		17		97
Fling Flame	Fire	-31				15		58
Razzle Dazzle	Supp.	@	cene	acv	1	31		109
Rolling Stone	Phys.			inities/	D.	ricto	200	
-	-				1		IIC	62
_	-	Phy	š.	100%		Fire		50%
_	-	Wat	er	150%		Storn	n	100%

Max Lv.	50	Grow	th f	Pattern	Ear	rly	4"	V	100	
Stamina	40	Stami	na	Recovery	1.7	75	a comprise	20		
Moveme	nt Spee	d	*	*			2.6	1		
Attack S	peed		*	* *				AC	4.8	
Abil	Ĺv.	1	Max Lv.	-		Gems				
Atta	ck	69	9	220		₩Fire ₩Light ₩Neutr				
Defe	nse	19	9	113			Tricks			
Mag.	Attack	9	•	62	Lv.		Name		Effe	
Mag.	Defens	e 1	7	97	- 1	S	ling Ston	е	Phy	
Evas	ion	15	5	58	10		Yoo-Hoo)	Sup	
@ Accu	racv	3	ı	109	20		Enlighten		Sup	
					25	25 Rolling Stone F				
	ffinities			66	32		War Cry		Sup	
Phys.	100%		е	50%	41	В	elly Buste	er	Phy	
Water	150%	Stor	m	100%	_				-	

Light 100% Dark 100%

Max Lv.	99	Growth	Pattern	Aver	age	for how			
Stamina	45	Stamina	Recovery	2.0)5	0	7		
Movement Speed 🖈									
Attack Speed 🜟 🛨						and C	> -		
Abi	Abilities Lv. I Max Lv.					Gems			
Atta	ck	53	357		Fire 🕳 Light 🌰 Neutra				
Defe	nse	28	251			Tricks			
Mag Mag	Attack	15	159	Lv.		Name	Effect		
S Mag	Defense	25	230	-1		Sling Stone	Phys		
- Evas	ion	15	181	- 1		Yoo-Hoo	Supp		
@ Acci	iracv	26	227	16	Т	ime to Shine	Supp		
				26		Firewall Fire			
A	thinities/	Resistan	ces	36		Earsplitter Phys			
Phys.	100%	Fire	50%	48	Ph	nantom Fangs	Phys		
Water	150%	Storm	100%	62		Haymaker	Phys		
Light	100%	Dark	100%	-		-	-		





Hurlabaloo



-													
Mag Mag	. Attack	7	48	Lv.	Name	Effect	Mag Mag	g. Attack	14	93	Lv.	Name	Effect
S Mag	. Defense	4	32	1	Earsplitter	Phys.	● Mag	g. Defense	9	72	- 1	Earsplitter	Phys.
Eva:	sion	11	70	8	Fling Flame	Fire	Eva	sion	23	145	9	Heat Ray	Fire
@ Acci		10	62	18	Hot Huff	Fire	@ Acci		19	128	18	Sand Blast	Supp.
	Affinities/R			-	-	_		Affinities/I	Parietane	200	28	Enlighten	Supp.
			50%	-		-			Fire	50%	38	Phantom Fangs	Phys.
	100%	Fire		-	_	-	1				-	_	-
Water	150%	Storm	100%	-	_		Water	150%	Storm	100%	-		
Light	100%	Dark	100%	-	_	_	Light	100%	Dark	100%	- 1	_	-
Max Lv		Growth		Avera	_ (~	No.	Max Lv Stamina		Growth		Aver 2.	1 6 7 6	5
Max Lv Stamina Movemi	. 99 I a 40 S	Growth Stamina	Pattern Recovery	2.1	_ (~	4%	Max Lv Stamina Moveme	a 40 ent Speed	Growth Stamina	Pattern Recovery	2.	1 6 7 6	4%
Max Lv Stamina Movemo Attack	99 I a 40 S ent Speed	Growth Stamina	Pattern Recovery	2.1		4%	Max Lv Stamina Movemo	a 40 speed	Growth Stamina	Pattern Recovery	2.		4%
Max Lv Stamina Movemo Attack	2. 99 I a 40 Sent Speed Speed	Growth Stamina	Pattern Recovery	2.1	_ (~		Max Lv Stamina Movemo	7. 99 a 40 ent Speed Speed	Growth Stamina	Pattern Recovery	2.	1 6 7 6	×
Max Lv Stamina Movemi Attack Abi	2. 99 I a 40 ! ent Speed Speed ilities	Growth Stamina	Pattern Recovery * * * Max Lv.	2.1	Gems		Max Lv Stamina Movement Attack	a 40 speed Speed speed	Growth Stamina	Pattern Recovery	2.	Gems	×
Max Lv Stamina Movemo Attack Abi	2. 99 I a 40 ! ent Speed Speed ilities	Growth Stamina Lv. I	Pattern Recovery * * * Max Lv. 270	2.1	Gems Fire → Light → N		Max Lv Stamina Movemi Attack Ab	a 40 speed Speed speed	Growth Stamina Lv. 1	Pattern Recovery Max Lv. 281	2.	Gems Fire Neutral	Effect
Max Lv Stamina Movemi Attack Abi	2. 99 (a 40 ! ent Speed Speed ilities ack	Growth Stamina	Pattern Recovery * * * Max Lv. 270 194	2.1	Gems Fire Light N Tricks Name Earsplitter	leutral	Max Lv Stamina Movemi Attack Ab Sa Atta	a 40 speed Speed speed speed ack	Growth Stamina Lv. 1 31 24	Pattern Recovery Max Lv. 281 227	2.	Gems Fire Neutral Tricks	Effect Phys.
Max Lv Stamina Movemi Attack Abi	2. 99 II a 40 Speed Speed Speed solities ack ense g. Attack g. Defense	Growth Stamina Lv. I 31 22 22	Pattern Recovery Max Lv. 270 194 193	2.I	Gems Fire Light Name Earsplitter Heat Ray	Effect Phys. Fire	Max Lv Stamina Movemi Attack Ab Sa Atta	r. 99 a 40 Speed Speed illities ack lense g. Attack g. Defense	Growth Stamina Lv. 1 31 24 21	Pattern Recovery Max Lv. 281 227 196	2. * Lv.	Gems Fire Neutral Tricks Name Earsplitter Heat Ray	Effect Phys. Fire
Max Lv Stamina Movemin Attack Abi Atta Defi	. 99 I a 40 Speed Speed ilities ack ense 3. Attack 3. Defense	Growth Stamina Lv. I 31 22 22	Pattern Recovery * * * Max Lv. 270 194 193 149	2.1	Gems Fire Light N Tricks Name Earsplitter	Effect Phys.	Max Lv Stamin: Movemi Attack Ab Attack Def Mag	r. 99 a 40 ent Speed Speed illities ack fense g. Attack g. Defense	Growth Stamina Lv. 1 31 24 21	Pattern Recovery * * * Max Lv. 281 227 196 193	2.	Gems Fire Neutral Tricks Name Earsplitter	Effect Phys.

022 RUFFIAN

Movement Speed

Attack Speed

Attack

Defense

Abilities

Max Lv. 45 Growth Pattern

Stamina 35 Stamina Recovery

Lv. I Max Lv.

98

Tricks

19 124

14





Miracle Move Groundswe	II
P.D. Command Defend!!	
Ailment Vulnerabilities	Ailment Resistances
<u>O</u> –	▲ Blindness
O Sleep	~

COMMAND SLOT UNLOCK CONDITIONS

Unlock	
Slot	0

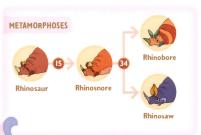
When a rhinosaur reaches level 25, or metamorphoses into a rhinosnore.

Unlock Slot

When it metamorphoses into a rhinosnore and reaches level 28.

Unlock Slot

When it metamorphoses into a rhinobore or a rhinosaw and reaches



025 RHINOSAUR

23 11	••••	TOSAGII	
lax Lv.	28	Growth Pattern	Average
tamina	35	Stamina Recovery	1.45
lovemen	t Spee	d * *	
Attack Sp	eed	* *	

Abi	lities	Lv. I	Max Lv.		Gems		
Atta	ck	11	75		→ Fire → Light → Neutral		
Defe	ense	9	65		Tricks		
Mag	. Attack	6	46	Lv.	Name	Effect	
S Mag	. Defense	11	73	- 1	Roly-Poly	Phys.	
Eva		6	56	8	Fling Flame	Fire	
@ Acc		6	54	-	-	-	
				-	-	-	
J.	Affinities/P	lesistano	es	-	-	-	
Phys.	100%	Fire	100%	_	_	-	
Water	150%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

026 RHINOSNORE

Max Lv.	48	Gr	owth I	Pattern	Average
Stamina	40	Sta	amina	Recovery	1.75
Movemen	t Spee	d	*	*	
Attack Sp	eed		*	r *	
Abilit	ies	T	Lv. I	Max Lv.	



Atta	ick	20	132	🐞 Fire 🤟 Light 🏓 Neutral			
Def	ense	16	114	00,1000	Tricks		
Mag	. Attack	13	92	Lv.	Name	Effect	
S Mag	. Defense	21	138	- 1	Roly-Poly	Phys.	
Eva	sion	14	112	П	War Cry	Supp.	
Accuracy		12	95	19			
				26 Enlighten		Supp.	
- 1	Affinities/R	esistanc	es	38	Belly Buster	Phys.	
Phys.	100%	Fire	100%	_	-	1 -	
Water	150%	Storm	100%	_	-	-	
Light	100%	Dark	100%	-	-	-	

027 RHINOBORE

					86
Max Lv.	99	Grow	th Pattern	Average	Sur.
Stamina	45	Stami	ina Recovery	2.05	14
Movemen	t Spee	d	* *		T.
Attack Sp	eed		* *		
Attack Sp	eed		* *		

Abi	lities	Lv. I	Max Lv.		Gems			
Atta	ıck	30	278		⊌Fire ⊌Light 🖷 Ne	utral		
Defe	ense	26	261		Tricks			
Mag Mag	. Attack	22	229	Lv.	Name	Effect		
S Mag	. Defense	34	311	- (Roly-Poly	Phys.		
Eva	sion	25	238	11 War Cry Su		Supp.		
Acc Acc	uracy	21	224	18	Stalagmitts	Phys.		
				25	Smash Hit	Phys.		
1	Affinities/P	lesistano		38	38 Hocus Focus			
Phys.	100%	Fire	100%	53	Drop Chop	Phys.		
Water	50%	Storm	150%	_	-	-		
Light	100%	Dark	100%	-	-	-		

028 RHINOSAW



ttack S	peed	7	* *		-7 -	9%
Abili	ities	Lv. I	Max Lv.		Gems	
Attac	:k	32	297	Fi i	re 🖮 Water 📦 Storm	™ Neutra
👺 Defer	nse	27	279		Tricks	
Mag.	Attack	21	210	Lv.	Name	Effect
Mag.	Defense	33	293	-1	Roly-Poly	Phys.
Evasi	ion	25	238	12	War Cry	Supp.
Accu	racy	21	224	19	Drowsy Drops	Supp.
				24	Hellitosis	Supp.
	finities/R			37	Black Blast	Dark
Phys	100%	Fire	150%	E 1	\ A /- II	DI





Spears	Cloak	S Fangs
Miracle Move	Primal Roar	
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
<u> </u>		▲ Blindness

COMMAND SLOT UNLOCK CONDITIONS

Unlock	_
Slot	0

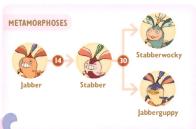
O Sleep

When it metamorphoses into a stabber.

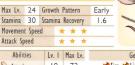
Unlock 2 When it metamorphoses into a stabberwocky or a jabberguppy.

Unlock Slot

When its familiarity becomes 3.



029 JABBER



Hoveine	ent speed	, ,		- Colon				
Attack	Speed	7	* * *		(1)	8 %		
Abi	ilities	Lv. I	Max Lv.		Gems			
Atta 🙀	ick	10	72		🏓 Fire 🏓 Light 📦 New	itral		
😲 Def	ense	8	57		Tricks			
Mag	g. Attack	10	61	Lv.	Name	Effect		
S Mag	. Defense	7	44	- 1	Smash Hit	Phys.		
E va	sion	14	112	4	Sand Blast	Supp		
⊘ Acci	uracy	12	96	13	Fling Flame	Fire		
	ffinities/P	esistano	795	_	_	-		
Phys.	100%	Fire	100%			_		
Water	100%	Storm	150%		_			
Light	100%	Dark	100%	-	_	_		

03 I S.	TAE	BERW	/OCF	(Y	I W
Max Lv.	99	Growth Pa	attern	Average	1(20)
Stamina	40	Stamina R	ecovery	2.1	H &
Movement	t Spee	d 🛨	* *	*	186
Attack Sp	eed	*	* *		20
		7 7.			

Attack speed							
Abi	lities	Lv. I	Max Lv.	Gems			
Atta	ck	28	249	📦 Fire 🏓 Neutral			
CP Defe	ense	28	260	Tricks			
Mag	. Attack	29	257	Lv. Name Effe			
S Mag	. Defense	20	212	I Smash Hit F		Phys.	
- Eva		49	358			Supp.	
⊘ Acci	iracy	38	315	15 Enlighten Sup			
				23 Whirligig Store			
A	ffinities/F	lesistano		30	Slice 'n' Dice	Phys.	
Phys.	100%	Fire	100%	47	Wind Tunnel	Storm	
Water	100%	Storm	150%			-	
Light	100%	Dark	100%				

030 STABBER

Water 50%



Storm 100% Light 100% Dark 100%

Moveme	ent Speed	7	* * *	a de la				
Attack	Speed	7	* * *	6.4%				
Ab	ilities	Lv. I	Max Lv.		Gems			
Atta	ick	27	126		Fire Light Neu	ıtral		
Def	ense	23	115		Tricks			
Mag Mag	. Attack	20	126	Lv. Name Effe				
S Mag	. Defense	12	80	- 1	I Smash Hit Phy			
E va	sion	63	213	5 Pick-Me-Up Supp				
@ Acc	uracy	48	163	13	Hot Huff	Fire		
		-		29 Petrifying Poke Physics				
	lffinities/R			-	-	-		
Phys.	100%	Fire	100%	-	-	-		
Water	100%	Storm	150%	-	_	-		
Light	100%	Dark	100%	-	-	-		

6 32 JABBERGUPPY

STA	BE	3ER\	NOCK	Y	W W	03
	S		Pattern Recovery ***	Average 2. I ★	4%	Ma Sta Mo Att
lities		Lv. 1 28	Max Lv. 249		Gems	0
ck ense		28	260		Tricks	4

Abilities Lv. I Max Lv. Gems Attack 29 256 ☐ Fire ☐ Dark ☐ Phys. ☐ Neu	
Attack Speed * * * Abilities Lv. I Max Lv. Gems Attack 29 256 Fire Dark Phys. Nec	
Attack Speed * * * Abilities Lv. Max Lv. Gems Attack 29 256 Fire Dark Phys. Net	1
Abilities Lv. I Max Lv. Gems Attack 29 256 ☐ Fire ☐ Dark ☐ Phys. ☐ Neu	
Attack 29 256 Fire Dark Phys. Neu	4%
24 227	utral
Defense 26 227 Tricks	
Mag. Attack 30 260 Lv. Name Eff	ffect
	nys.
	ıpp.
Accuracy 38 315 20 Sharpener Su	ıpp.
29 Snowblower W	ater
	nys.
Phys. 100% Fire 100% 53 Polar Puff W	ater
Water 50% Storm 150%	-
Light 100% Dark 100%	_



COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot	0

When it metamorphoses into a baabarian and reaches level 32.

Unlock Slot

When it metamorphoses into a baabarian or a baarndancer.

Unlock Slot

When its familiarity becomes 3.



033 BAATENDER

ם ככט	MM	ENDER	
Max Lv.	22	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movemen	t Spee	d * * *	
Attack Sp	eed	* * *	

Attack	Speed		* * 1		~ 2	137		
Abi	ilities	Lv. I	Max Lv.		Gems			
Atta	ick	10	64		Fire Light Neutral			
T Defe	ense	8	56		Tricks			
Mag Mag	. Attack	9	56	Lv.	Name	Effect		
S Mag	. Defense	7	44	- 1	Smash Hit	Phys		
Eva	sion	12	87	7	Poison Pinch	Phys		
@ Acci		7	55	18	Belly Buster	Phys		
	ffinities/F	lesistano	es	-		-		
Phys.	100%	Fire	150%	_		-		
Water	100%	Storm	100%	-	_	-		
Light	100%	Dark	100%	-	-	-		

034 BAABARIAN





HOTCHIC	ent speeu	·	, , ,	7				
Attack	Attack Speed		* * *	₩ ₩ 10.4				
Abi	ilities	Lv. I	Max Lv.		Gems			
Atta	ick	20	121	₩ F	ire 🥌 Light 🏓 Dark 🥫	Neutral		
😲 Defe	ense	17	110		Tricks			
Mag Mag	. Attack	16	100	Lv.	Lv. Name E			
S Mag	. Defense	13	83	1	I Smash Hit			
E va	sion	26	149	8	Demon's Fury	Dark		
@ Acci	illaca	16	108	16	Pick-Me-Up	Supp.		
	ffinities/F	lacistano	20	39	Wallop	Phys.		
Phys.	100%	Fire	150%	_	-			
Water	100%	Storm	100%	-				
Light	100%	Dark	100%	-		-		
Light	100%	Dark	100%	_	_	1		

035 BAABIE

							hice
lax Lv.	99	Grow	th Pa	itter	n	Average	13
tamina	40	Stami	na R	ecove	ery	2.1	1
1ovement	Spee	d	*	*	*	*	8
ttack Sp	eed		*	*	*		
		-					

tack Speed	7	* * *		~ '(G	6.5%
Abilities	Lv. 1	Max Lv.		Gems	
* Attack	29	272		📦 Fire 🏓 Dark 🟓 Neu	tral
Defense	27	270		Tricks	
Mag. Attack	25	250	Lv.	Name	Effect
Mag. Defense	21	223	- 1	Smash Hit	Phys.
Evasion	37	319	9	Demon's Fury	Dark
Accuracy	26	259	17	Rock-a-Bye Baby	Supp.
			26	See Stars	Phys.
Affinities/R	esistano	es	35	Hallitosis	Supp

55

Petrifying Poke

Phys.

036 BAARNDANCER

Max Lv.	99	Grow	th Pa	atter	n	Average
Stamina	40	Stami	2.1			
Movemen	t Spee	ed	*	*	*	*
Attack Sp	eed		*	*	*	



Abi	lities	Lv. }	Max Lv.	Gems			
Atta	ck	30	280	Fire Dark Meutral			
👽 Defe	ense	27	258	Tricks			
Mag	. Attack	23	214	Lv. Name Eff			
Mag	. Defense	20	181	- 1	I Smash Hit		
Eva:		37	317	9	9 Demon's Fury Da		
@ Accı	IFACY	27	275	17 Drowsy Drops Supp			
				27	Yoo-Hoo	Supp.	
A	ffinities/F	lesistano		35	Darkness Beckons	Dark	
Phys.	70%	Fire	100%	47	Heat Ray	Fire	
Water	150%	Storm	100%			-	
Light	100%	Dark	100%				

No. 037-040 Bestiae Sore Boar

🟂 Axes & Hammers 🦻 Fangs 🥛 🥱 Fangs



Jnlock Slot	When a sore boar reaches level 25, or metamorphoses into a crashing boar.
Jnlock	When it metamorphoses into a crashing boar and reaches level 24.

Slot

Slot

Unlock

When it metamorphoses into a hyperboar or a full boar and reaches level 46.



037 SORE BOAR

Phys. 150% Fire 50%

Water 100% Storm 100% Light 100% Dark 100%

(tamina					Average	
Jeanning	30	Stamina Recovery			1.6	
Movement	Spee	d	*	* *		
Attack Speed			* *			

Abi	lities	Lv. 1	Max Lv.		Gems	
Atta	ıck	12	86			
Defe	ense	9	72	Tricks		
Mag	. Attack	3	32	Lv.	Name	Effect
Mag	. Defense	8	62	- 1	Belly Buster	Phys
Eva		9	74	8	Rolling Stone	Phys
@ Acc		8	70			
	Affinities/R	orietane	ar	_	_	-
				-	-	-
Phys.	100%	Fire	150%	-	_	-
Water	100%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	-	-

038 CRASHING BOAR





ILACK	speed				194	10.476		
Abi	lities	Lv. I	Max Lv.		Gems			
A tta	ick	23	152	1	Fire Light Neutral			
Defe	ense	17	118		Tricks			
Mag	. Attack	8	63	Lv.	Name	Effect		
Mag	. Defense	16	112	1	Belly Buster	Phys.		
Eva	sion	18	133	10	Earsplitter	Phys.		
3 Acci	iracy	16	116	22	Hot Huff	Fire		
				-	-	-		
F	Affinities/F	lesistano	:65	-	_	-		
Phys.	100%	Fire	150%	-	-	-		
Vater	100%	Storm	100%	-	-	-		
Light	100%	Dark	100%	-1	-	-		

039 HYPERBOAR

3711		LIVDO	MI		
lax Lv.	99	Growth	Pattern	Average	
tamina	40	Stamina	Recovery	2.1	box W:
lovemen	t Spee	d	* * *		Way !!
ttack Sp	eed	4	* *		6.5
Abilit	ties	Lv. I	Max Lv.		Gems
					the colonia has

Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ıck	36	332	iFire Dark Phys. Neutra		
😘 Def	ense	28	270	Tricks		
Mag Mag	. Attack	13	155	Lv.	Name	Effect
Mag	. Defense	27	265	-1	Belly Buster	Phys.
Eva	sion	32	295	8	Earsplitter	Phys.
⊘ Acc	nracy	26	260	18	Enlighten	Supp.
				31	Bubble Bath	Water
ļ	Iffinities/R	lesistano	es	49	Bowlder	Phys.
Phys.	100%	Fire	150%	-	-	-
Water	50%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	_	-

040 FULL BOAR





Abi	lities	Lv. I	Max Lv.		Gems			
* Atta	ick	36	332	→ Fire → Light → Neutral				
Def	ense	28	270	Tricks				
Mag	. Attack	14	173	Lv. Name		Effect		
Mag	. Defense	26	246	i	Belly Buster	Phys.		
Eva		30	276	8 Earsplitter		Phys.		
Accuracy		28	279	19	Heat Ray	Fire		
				30	Hocus Focus	Supp.		
	ffinities/P	esistano		50	Wallop	Phys.		
hys.	100%	Fire	50%	-	_	-		
later	150%	Storm	100%	-	_	-		
ight	100%	Dark	100%	-	_	-		





COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot	0

When an inphant reaches level 12.



When it metamorphoses into a triumphant or a hierophant.



When it metamorphoses into a triumphant or a hierophant and reaches level 61.



041 INPHANT Max Lv. 28 Growth Pattern Stamina 30 Stamina Recovery 1.45 Movement Speed

Attack	Speed	7	t		0.40	₩ 8%		
Abi	lities	Lv. I	Max Lv.	123	Gems			
Atta	ıck	10	71		➡Fire ➡Light ➡Neutral			
Defe	ense	12	80	Tricks				
Mag	. Attack	7	49	Ĺv.	Name	Effect		
Mag	. Defense	10	68	1	Sling Stone	Phys.		
Eva		3	38	II Yoo-Hoo S		Supp.		
Acc	uracy					-		
A	ffinities/F	lesistano	es	_		_		
Phys.	100%	Fire	150%	-	-	-		
Water	50%	Storm	100%	-	_	-		
Light	100%	Dark	100%	_	_	_		





043 TRIUMPHANT Max Lv. 99 Growth Pattern Stamina 40 Stamina Recovery Movement Speed * * Attack Speed

Abi	ilities	Lv. 1	Max Lv.		Gems			
🙀 Atta	ack	22	337		Fire Water Neutral			
Def	ense	23	337		Tricks			
Mag	g. Attack	15	260	Lv.	Name	Effect		
Mag	. Defense	20	313	-1	Sling Stone	Phys.		
Eva		12	241	10	Bubble Bath	Water		
Accuracy		16	280	19	Belly Buster	Phys.		
				27	Sharpener	Supp.		
A	Affinities/F	lesistano	es	35	Earsplitter	Phys.		
Phys.	100%	Fire	50%	46	Spire of Fire	Fire		
Water	100%	Storm	150%	-	_	-		
Light	100%	Dark	100%	-	-	-		

Max Lv.	99	Growt	h Pattern	Late
Stamina	40	Stami	1.9	
Movemen	t Spee	d	* *	
Attack Sp	eed		* *	

042 PSYCHOPHANT

Max Lv. 55 Growth Pattern Average







COMMAND SLOT UNLOCK CONDITIONS



When a clubber cub reaches level 11.

Unlock 2 Slot

When it metamorphoses into a adamantiger or an elegantiger.

Unlock 8 When its familiarity becomes 5.



045 CLUBBER CUB





ovemi	ent Speed	7	* * *	*	*			
tack	Speed	7	* * *	*		6%		
Ab	ilities	Lv. I	Max Lv.		Gems			
Atta	ack	10	64					
Def	ense	7	44		Tricks			
≥ Mag	. Attack	10	61	Lv.	Name	Effect		
Mag	. Defense	7	45	- 1	War Cry	Supp.		
Eva		15	104	7	Pebble Pelt	Phys.		
Acc	uracy	13	89	16	Sling Stone	Phys.		
	Affinities/F			_	-	-		
				-	-	_		
hys.	100%	Fire	100%	-	_	-		
V ater	100%	Storm	150%	-	-	-		

	Max Lv.	44	G	row	th I	Patte	rn	E
	Stamina	35	St	ami	na	Recov	ery	Г
	Movement	Spee	d		7	*	*	*
)	Attack Sp	eed			*	*	*	*
	Abilit	ies	1	Lv.	1	Max	Lv.	
	Attack			2	7	13	2	
	Sp Defen:	se se		1	7	9.	3	
	Mag. /	Attack		2	2	12	8	L
	Mag. I	Defense		-	3	8	1	1
	Evasio	ın		5	6	20	6	5

046 LUBBER CUB

Ab	ilities	Lv. 1	Max Lv.		Gems	
Atta	ack	27	132		⊌Fire ⊌Light 🖷 Ne	utral
Def	ense	17	93		Tricks	
Mag	g. Attack	22	128	Lv.	Effect	
● Mag	z. Defense	13	81	- 1	War Cry	Supp.
Eva		56	206	5 Sand Blast		Supp.
@ Acc	iiracy	46	175	14	Rolling Stone	Phys.
				26	Rockfall	Phys.
F	Affinities/R	esistano	es	_	_	-
Phys.	100%	Fire	100%	_	_	-
Water	100%	Storm	150%	-	_	-
Light	100%	Dark	100%	-	_	-

047	ADAMANTIGER	
-----	-------------	--

Max Lv.	70	Growth Pattern				Ea	Early	
tamina	40	Stami	2	.9				
Movemen	t Spee	d	*	*	*	*	*	
Attack Sp	eed		*	*	*	*		
Abilit	ies	Lv.	. 1	Max	Lv.			

turiniu 10	Jeanna	necoreij	-		A STATE OF THE PARTY OF THE PAR	9
lovement Speed	d 7	* * *	*	*	J. Company	
ttack Speed	7	* * *	*			3 %
Abilities	Lv. 1	Max Lv.		G	ems	
Attack	48	225	₩ Fi	re 🜒 Water	Light	₩ Neutr
Defense	25	128		Ti	ricks	
Mag. Attack	42	221	Lv.	Nar		Effect
Mag. Defense	21	131	1	War	Cry	Supp
Evasion	89	308	4	Sand		Supp
a .	77	207	16	Belly E	Buster	Phys

ttack !	Speed	7	* * *	*		3 %
Abi	lities	Lv. I	Max Lv.		Gems	
Atta 🔀	ck	48	225	₩Fi	re 🟓 Water 🤟 Light	₩ Neutral
Defe	nse	25	128		Tricks	
Mag	. Attack	42	221	Lv.	Name	Effect
Mag	Defense	21	131	1	War Cry	Supp.
Eva		89	308	4	Sand Blast	Supp.
Accı	iracy	77	287	16	Belly Buster	Phys.
		1		26	Polar Puff	Water
	ffinities/P	lesistano	es	35	Enlighten	Supp.
Phys.	100%	Fire	100%	53	Haymaker	Phys.
Vater	100%	Storm	150%	-	-	-
ight	100%	Dark	100%	-	-	-

F/				
56	206	5	Sand Blast	
46	175	14	Rolling Stone	
		26	Rockfall	
sistanc	62	-	-	
Fire	100%	-	_	
Storm	150%	-	_	
Dark	100%	-	_	
	Fire Storm	sistances Fire 100% Storm 150%	46 175 26 -	

048 E	LEC	SAN	T	IGER			Dy B	8
Max Lv.	70	Grow	th	Pattern	Ear	ly	10-3	
Stamina	40	Stami	na	Recovery	2.	9	A ST	
Movemen	t Spee	d	7	* * *	*	*	More	W.
Attack Sp	eed		4	* * *	*		The state of the s	3%
Abilities Lv. I Max Lv. Gems								
Attack		4	В	225		🐞 Fir	e 🧀 Light 🏓 N	eutral
Defen:	e	2	В	147			Tricks	
Mag. /	Attack	3	9	199	Lv.		Name	Effect
Mag. [2	4	151	- {		War Cry	Supp.
Evasio		8	9	308	4	9	Sand Blast	Supp.
@ Accura		7	1	262	17	SI	ice 'n' Dice	Phys.
ACCUIT	14			232	28		Pyro Puff	Fire

28

36

55

Affinities/Resistances

Phys. 100% Fire 100%

Water 100% Storm 150% Light 100% Dark 100% Pyro Puff

Hocus Focus

Wallop

Fire

Supp.

Phys.

Unlock

8 Slot



Horns & Cla	ws Clo	aks Fangs
liracle Move	Primal Roa	r
D. Command	Psyche Up!	
Ailment Vuln	erabilities	Ailment Resistances
Sleep		▲ Blindness
O Poison		X Confusion
COMMAND Unlock Slot		metamorphoses into a mur.



When its familiarity becomes 5.

049 THUMBELEMUR

Max Lv.	32	Grow	th Pa	itter	n	Early
Stamina	30	Stam	1.6			
Movemen	t Spee	d	*	*	*	*
Attack Sp	eed		*	*	*	*

MITACK	speed					070
Ab	ilities	Lv. I	Max Lv.		Gems	
Atta	ndk	-11	93		⊌Fire ⊌Light 🖷 Ne	utral
TDef	ense	9	75		Tricks	
Mag	. Attack	7	62	Lv.	Name	Effect
S Mag	. Defense	7	62	- 1	Sharpener	Supp.
E va	sion	15	136	6 Pebble Pelt		Phys.
@ Acc	uracy	9	79	16	Roly-Poly	Phys.
				-	_	-
	Iffinities/F		es es	-	-	-
Phys.	100%	Fire	100%	-	-	-
Water	100%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	-	-

050 D	UM	BELEMUR	
Max Lv.	46	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movemen	t Spee	d * * *	*
Accord. C.		A A A	A



Moveme	ent Speed	7	* *	*	D D	
Attack	Speed	7	* *	*	- 2	6.4%
Abi	ilities	Lv. 1	Max Lv.		Gems	
💊 Atta	ick	28	132	● Fi	re 🏓 Storm 🤟 Light	≥ Neutral
😲 Defe	ense	24	121		Tricks	
Mag	. Attack	14	87	Lv.	Name	Effect
S Mag	. Defense	16	101	1	Sharpener	Supp.
Eva:	sion	54	196	6	See Sense	Heal
@ Acci	uracy	30	126	17	Blunt	Supp.
	Affinities/F	lacietane	0.5	25	Whirligig	Storm
				-	_	-
Phys.	100%	Fire	100%	-	-	-
Water	100%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	-	-

051 AYE-AYE SIR

Max Lv.	99	Grow	th Pa	etter	Average	
itamina	40	Stam	2.1			
4ovemen	t Spee	d	*	*	*	*
Attack Sp	eed		*	*	*	*
		-				

llack	speed		(X X			_
Abi	ilities	Lv. I	Max Lv.		Gems	
Atta	ick	30	239		➡Fire ➡Storm ➡Nei	ıtral
Defe	ense	30	250		Tricks	
Mag	. Attack	21	172	Lv.	Name	Effect
Mag	. Defense	26	216	-1	Sharpener	Supp.
E va		50	382	5	See Sense	Heal
Acc	iracv	31	269	14	See Stars	Phys.
				26	Thunderbolt	Storm
	Affinities/R	esistano		32	Yoo-Hoo	Supp.
Phys.	100%	Fire	100%	46	Twinkle Twinkle	Light
Vater	100%	Storm	100%			

052 AYE-AYE CATCHER





noveme	eur zbeea	,	* *			12			
Attack	Speed	7	* * *	*	-	4 %			
Abi	ilities	Lv. I	Max Lv.		Gems				
Atta 🙀	ick	30	239		➡Fire ➡Storm ➡Ne	utral			
😲 Def	ense	30	250		Tricks				
Mag. Attack		22	193	Lv.	Name	Effect			
S Mag	. Defense	24	196	-1	Sharpener	Supp.			
Eva	sion	49	360	5	See Sense	Heal Heal			
@ Acc	uracy	32	290		16 Ray of Life				
				28	Mighty Light	光攻			
	Affinities/P			34 Upsy-Da		Heal			
Phys.	100%	Fire	100%	48	Light of Life	Heal			
Water	100%	Storm	100%	-	-	-			
Light	100%	Dark	100%	-	_	-			





053	SASQUISH	
033	-110 6 0 10 11	

Light 100% Dark 100%

					RILA		
Max Lv.	38	Growth	Pattern	Average	Mon 33		
Stamina	30	Stamina	Recovery	1.45	(TOX)		
Movemen	t Spee	d 7	* *		Eury)		
Attack Sp	peed	7	* *		7-7-200 8.		
Abili	ties	Lv. I	Max Lv.		Gems		
Attack		12	106	₩Fire ₩Light ₩Neut			
-				-			

ittack	speed				127	0/0			
Abi	ilities	Lv. I	Max Lv.		Gems				
Atta	ick	12	106						
Def	ense	10	90		Tricks				
Mag	. Attack	6	62	Lv.	Name	Effect			
Mag	. Defense	11	97	1	Earsplitter	Phys.			
E va	sion	5	66	8	Sabotage	Supp. Phys.			
	uracy	7	78	18	18 Rolling Stone				
				-	-	-			
-	Affinities/P	lesistano	es	-	_	-			
Phys.	100%	Fire	150%	-	_	-			
Water	50%	Storm	100%	-	_	-			
Light	100%	Dark	100%	-	-	-			

|--|





Abi	ilities	Lv. I	Max Lv.		Gems			
Natta	ick	25	200	● Fi	re 📦Water 🤟 Light	₩ Neutral		
👽 Def	ense	19	160		Tricks			
Mag Mag	. Attack	12	109	Lv.	Name	Effect		
Mag. Defense		22	183	- 1	Earsplitter	Phys.		
- Evasion		14	131	7	Snowball	Water		
@ Accuracy		17	151	17	Sling Stone	Phys.		
				25	Slow Poke	Supp.		
F	Affinities/P	lesistano	es	-	_	-		
Phys.	100%	Fire	150%	-	_	-		
Water	50%	Storm	100%	-	_	-		
Light	100%	Dark	100%	-	-	-		

055 PAPA SASQUASH

						E SET	
x Lv.	99	Grow	th Pa	ittern	Average	The state of	1
mina	40	Stam	mina Recovery		2.05	- Contract	The same of
vemen	t Spee	d	*	*		and the	7
ack Sp	eed		*	*		Comme	~

Max Lv.	99	Growt	th	Pattern	Ave	erage Tools		
Stamina	40	Stami	na	Recovery	2.0	.05		
Movement Speed * *				*				
Attack Speed * *						4%		
Abi	lities	Lv.	***************************************	Max Lv.		Gems		
Atta	ck	38	8	341	₩ F	Fire 🍅Water 🤟 Light 🍅 Neutral		
Defense 30			О	280		Tricks		
Mag Mag	Attack	18	В	184	Lv.	Name Effect		
Mag.	Defense	32	2	278	I Earsplitter Phy			
- Evan	ion	2:	2	201	7	Snowball Water		
@ Accu	iracv	25	5	231	18	Snowstorm Water		
			-		26	Sharpener Supp.		
Affinities/Resistances			es	34	Polar Puff Water			
Phys.	100%	Fire	е	150%	50	Dropsicle Water		
Water	50%	Stor	m	100%	-			
Light	100%	Dar	k	100%	-			

056 MAMA SASQUASH

Light 100% Dark 100%

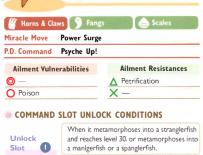


7	* *		100	4%		
Lv. I	Max Lv.	Gems				
36	315	Fir	e 🍅Water 🤟Light 🛚	Neutral		
28	248	Tricks				
18	162	Lv.	Name	Effect		
33	283	- 1	Earsplitter	Phys.		
21	188	7		Water Phys.		
26	244					
		28	Ray of Life	Heal		
Affinities/Resistances			Snowblower	Water		
Fire	150%	52	Bowlder	Phys.		
Storm	100%	-	-	-		
	36 28 18 33 21 26 esistano	36 315 28 248 18 162 33 283 21 188 26 244 esistances Fire 150%	36 315 Fire 150% 52	tv. I Max tv. 36 315 28 248 18 162 29 18 162 20 18 162 20 188 21 188 21 188 26 244 28 28 Ray of Life 28 Snowblower 29 Bowlder 20 Bowlder		

METAMORPHOSES

Mama Sasquash





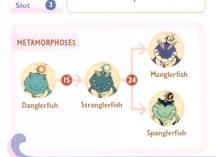
Unlock

Unlock

Slot 2

When it metamorphoses into a strangler and reaches level 30, or metamorphoses a manlgerfish or a spanglerfish.	
When its familiarity becomes 3.	

When its familiarity becomes 5.





Abi	lities	Lv. 1	Max Lv.	Gems					
Atta	ick	18	108	₩ Fi	re 🏓Water 🯓 Light 🛚	Neutral			
😲 Defe	ense	14	86		Tricks				
Mag	. Attack	5	31	Lv. Name Effi					
Mag	. Defense	13	78	- 1	Phantom Fangs	Phys.			
- Eva	sion	6	37	17	Splish Slash	Water			
Acc	uracy	9	53	-		-			
A	Affinities/F	lesistano	29	_		-			
Phys.	100%	Fire	150%		_	1			
Water	50%	Storm	100%	-	-	-			
Light	100%	Dark	100%	-	_	-			

059 MANGLERFISH

Max Lv. 58 Growth Pattern Early



058 STRANGLERFISH

Stamina	45	Stamina	Recovery	2.0)5	60	161
Moveme	ent Spee	d	* *			457	P
Attack	Speed		* *				4%
Abi	lities	Lv. 1	Max Lv.			Gems	
Atta	ick	89	321	i Fi	re 🌒	Water 🔷 Storm	Neutral
😌 Defe	ense	61	237			Tricks	
Mag	. Attack	20	109	Lv.		Name	Effect
Mag	. Defense	61	256	1	Pha	intom Fangs	Phys.
Eva	sion	21	105	8	8 Bubble Bath		Water
@ Acc	Iracy	41	186	10	10 Drowsy Drops		Supp.
				14	Sı	nowstorm	Water
		Resistan		22		Bracer	Supp.
Phys.	100%	Fire	150%	29		Geyser	Water
Water	50%	Storm	100%	-		_	-
Light	100%	Dark	100%	-		-	-





COMMAND S	LOT UNLOCK CONDITIONS
Unlock Slot	When it metamorphoses into a tadolescent.

Slot (tadolescent.
Unlock _	When it metamorphoses into a

lot U	
Inlock	\A/h in- filiin- h 3



Max Lv	. 36	Growth	Pattern	Aven	age	95	
Stamina	25	Stamina	Recovery	1.3	8	de la	1
Moveme	ent Spee	d ,	* * *			207	
Attack	Speed	7	* *			la la	3%
Abi	lities	Lv. 1	Max Lv.			Gems	
Atta	ick	8	76	₩Wa	iter 🕻	Dark 🍅 Phys.	Neutra
😲 Def	ense	9	85			Tricks	
Mag	. Attack	15	123	Lv.		Name	Effect
S Mag	. Defense	10	88	- 1	W	ater Bomb	Water
E va	sion	8	76	6		Roly-Poly	Phys
@ Acci	uracy	6	60	16	Н	ealing Tear	Heal
		Resistanc	200	-		_	-
Phys.	100%		150%	-			-
Water		Storm	100%				+=
Light	100%	Dark	100%	_		<u>-</u>	-

						1	121		
Max Lv	. 36	Growth	Pattern	Ave	rage	es .		Max Lv.	55
Stamina	25	Stamina	Recovery	1.	.8	de		Stamina	30
Moveme	ent Spee	d	* * *			2	71	Moveme	nt Spe
Attack	Speed		* *			4	13%	Attack S	peed
Abi	lities	Lv. 1	Max Lv.			Gems		Abil	ities
Atta	ick	8	76	W	ater 🧃	Dark 🐞 Phy:	s. 🏓 Neutral	Atta	ck
T Def	ense	9	85			Tricks		T Defe	nse
Mag	. Attack	15	123	Lv.		Name	Effect	Mag.	Attack
S Mag	. Defense	10	88	- 1	W	ater Bomb	Water	Mag.	Defens
Eva	sion	8	76	6		Roly-Poly	Phys.	Evas	ion
@ Acc	uracy	6	60	16	Н	ealing Tear	Heal	@ Accu	iracy
		Resistan	ras	_		_			ffinitie
	100%		150%	_		_	_		1009
Phys.				-			_	Phys.	
Water	50%	Storm	100%	-		-	-	Water	50%
Light	100%	Dark	100%	-		-	-	Light	1009

******	50,0	3001111	10070			
Light	100%	Dark	100%	-		
	-A D				(8)	(a)
)63 I	AU	ABOL)			
Max Lv.	99	Growth	Pattern	Early	((
Stamina	35	Stamina	Recovery	2.9	0	3
Movemer	nt Spee	d	* * *		715	Sauce
Attack S	peed		* * *		-(0)	6.5%
Abil	ities	Lv. 1	Max Lv.		Gems	
Attac	k	33	213	Water	Dark Phy	ys. Meutral
			-			

Attack	Speed	7	* * *		w	6.5%	
Abi	lities	Lv. 1	Max Lv.		Gems		
N Atta	ıck	33	213	₩	ater 🍅 Dark 🐞 Phys.	≥ Neutral	
😲 Defe	ense	35	214		Tricks		
Mag Mag	. Attack	60	310	Lv.	Name	Effect	
S Mag	. Defense	39	227	I Water Bomb Water			
Eva	sion	35	214	7 Splish Slash Water			
@ Acc	iracy	22	143	17	War Cry	Supp.	
				27	Yoo-Hoo	Supp.	
A	ffinities/R	esistanc	es	36	Belly Buster	Phys.	
Phys.	100%	Fire	100%	46	Enlighten	Supp.	
Water	100%	Storm	100%	-	_	-	
Light	100%	Dark	100%	-	-	-	

						0	1		
Max Lv.	. 55	Growt	h Pattern	Aver	rage	The same	1		
Stamina	30	Stamin	a Recovery	2.	.3	رچي	173		
Moveme	nt Spee	d	* * *						
Attack	Speed		* *			1	10.4%		
Abi	lities	Lv.	1 Max Lv.		(Gems			
Atta	ck	15	120	₩	ater 🏓 Darl	c 🟓 Phys.	Neutral		
T Defe	ense	17	133		1	ricks			
Mag Mag	. Attack	26	193	Lv.	Na	me	Effect		
S Mag	. Defense	18	149	- 1		Bomb	Water		
Eva:	sion	16	132	8		Slash	Water		
	iracy	12	106	17		itosis	Supp.		
	Affinities/Resistan			29	Bubbl	e Bath	Water		
				-		-	-		
Phys.	100%	Fire	150%	-		-	-		
Water	50%	Storr	n 100%	_		_	-		
Light	100%	Dark	100%	-		_	-		

062 TADOLESCENT

064 T	ADO	ORA	В	LE			50	1
Max Lv.	99	Grow	th I	Pattern	Ea	rly	(d)	
Stamina	35	Stami	na	Recovery	2	9	1	
Movemen	t Spee	d	*	* *			1	
Attack Sp	eed		1	* *		2222		> -
Abilit	Abilities Lv. 1 Max Lv. Gems							
Nattack	ttack 30		182	₩W	ater 🕻	Dark 🍅 Phys. 1	Neutral	
C Defen	se	3	I	183	Tricks			
Mag.	Attack	6	I	329	Lv.		Name	Effect
Mag. I	Defense	4	ı	244	- 1	W	ater Bomb	Water
Evasio	n	3.	4	206	7	S	plish Slash	Water
@ Accur	acv	2	2	137	П	S	harpener	Supp.
			_		20	Roc	k-a-Bye Baby	Supp.
	inities/	,			31	31 Waterspout V		
Phys.	100%	Fir	е	100%	48	48 Healthy Glow		
Water	100%	Stor	m	100%	-		_	-
Light	00%	Dar	k	100%				

Unlock

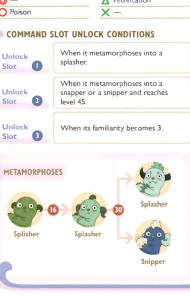
Unlock

Slot

Slot



Miracle Move	Power Surg	e
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
<u>o</u> –		▲ Petrification
O Poison		X -
COMMAND	When it r	metamorphoses into a
Unlock		
	When it r splasher.	metamorphoses into a
Unlock	When it is splasher.	metamorphoses into a
Unlock Slot	When it is splasher.	metamorphoses into a
Unlock Slot	When it is splasher. When it is snapper of	metamorphoses into a



065 SPLISHER Max Lv. 40 Growth Pattern Early Stamina 30 Stan Movement Speed Attack Speed

LV.	40	U	rowen	rattern	Ea	гіу	my m	200	N. ST.
ina	30	St	tamina	Recovery	1.	6	Alika-	3	2
men	t Spee	d	7	* * *			· Section		2=
k Sp	eed		7	* * *			-55-0		13%
Abilities Lv. I Max Lv.							Gems		
ttack			8	83	₩ Water Storm Dark				
efen	se		9	92	-		Tricks		
lag.	Attack		14	147	Lv.		Name		Effect
lag.	Defense		10	106	1	S	plish Slash	1	Water
vasio	n	1	8	79	6		Whirligig		Storm
ccur		1	9	92	13	Н	lealing Tear		Heal
	-	16			-		-		-
Affinities/Resistances					_		_		_

Abi	ilities	Lv. I	Max Lv.	Gems				
Atta	ick	8	83	₩ater 📦 Storm 📦 Dark				
CP Defe	ense	9	92		Tricks			
Mag	. Attack	14	147	Lv. Name Effect				
Mag	. Defense	10	106	1 Splish Slash		Water		
Evasion		8	79	6	Whirligig	Storm		
@ Accuracy		9	92	13	Healing Tear	Heal		
		<u></u>		-	-	-		
A	Affinities/I	lesistano	es	-	-	-		
Phys.	100%	Fire	150%	-	_	-		
Water	50%	Storm	100%	-	_	-		
Light	100%	Dark	100%	-	-	-		



м 1	7.5	-	.1 0			-	_
Max Lv.	65	Grow	th ra	itter	n	Early	
Stamina	35	Stamina Recovery			1.8	0	
Movement Speed			*	*	*		
Attack Speed			*	*	*		
					-		_



Attack	Speed	,	* * *			10.4%		
Abi	lities	Lv. I	Max Lv.	Gems				
Atta	ck	21	130	₩Wa	iter 📦 Storm 🏓 Dark	Neutral		
C Defe	ense	25	145		Tricks			
Se Mag	. Attack	44	231	Lv.	Name	Effect		
Mag	. Defense	26	147	- 1	Splish Slash	Water		
E va	- Evasion		126	8	Sabotage	Supp.		
@ Acco	@ Accuracy		145	14	Sand Blast	Supp.		
-				24	Bubble Bath	Water		
A	Affinities/Resistances			-	_	-		
Phys.	100%	Fire	150%	-	-	-		
Water	50%	Storm	100%	-	-	-		
Light	100%	Dark	100%	-	-	-		

067 SNAPPER

Stamina 40 Stamina Recovery 2.1 Movement Speed * *
Movement Speed
Hovelineit speed
Attack Speed 🖈 🖈 🛧

Attack	Speed	4	* * *	★				
Abi	ilities	Lv. I	Max Lv.	Gems				
Atta	ıck	24	242	₩ater 📦 Storm 📦 Dark 🏟 Neu				
C Def	ense	28	271	Tricks				
Mag Mag	. Attack	46	352	Lv.	Name	Effect		
Mag. Defense		29	271	- 1	Splish Slash	Water		
Evasion		24	231	7	Sabotage	Supp.		
⊘ Acc	uracy	28	271	19	Snowblower	Water		
				26	Whirly Whirlies	Storm		
Affinities/Resistances			33	War Cry	Supp.			
Phys.	100%	Fire	150%	49	Dropsicle	Water		
Water	50%	Storm	100%	_	_	-		

068 SNIPPER





Atta	ick	23	212		₩ Water Storm Dark				
Defe	ense	27	238		Tricks				
Mag Mag	. Attack	48	388	Lv.	Name	Effect			
Mag. Defense		29	259	- 1	Splish Slash	Water			
Evasion		23	214	7	Sabotage	Supp.			
Accuracy		28	259	17	Waterspout	Water			
Affinities/Resistances		0.0	29	Polar Puff	Water				
		esistano		36	Bracer	Supp.			
Phys.	100%	Fire	150%	54	Hailstone	Water			
Water	50%	Storm	100%	-	-	-			
Light	100%	Dark	100%	-	_	-			
			Auto-Marie						





Miracle Move	Splashdowr	1		
P.D. Command	Defend!			
Ailment Vulne	erabilities	Ailment Resistances		
<u>O</u> —		▲ Petrification		
O Poison		X -		
	SLOT UNL	OCK CONDITIONS		
Unlock	When it metamorphoses into a grimray or springray.			

When its familiarity becomes 3.

When its familiarity becomes 5.

METAMORPHOSES Grimray Hooray Hip-Hooray
--

069 HOORAY

Light 100% Dark 100%



Abi	lities	Lv. I	Max Lv.	Gems				
Atta	ıck	12	115	● Fi	re 🍅Water 🏓 Light	→ Neutral		
Defe	ense	7	67	Tricks				
Mag	Mag. Attack		108	Lv.	Name	Effect		
Mag	. Defense	7	64	- 1	Belly Buster	Phys.		
Evasion		8	79	6	Splish Slash	Water Supp.		
Accuracy		8	79	14	14 Blunt			
Affinities/Resistances		70	-	_	-			
		icsistant	.63	-	_	_		
Phys.	100%	Fire	150%	-	-	-		
Vater	50%	Storm	100%	-	_	-		
Light	100%	Dark	100%	-	-	-		





nitack	speco		_ ^ ^			- 10.470	
Ab	ilities	Lv. 1	Max Lv.	Gems			
Atta	ack	35	187	Fire Water Storm Neutra			
Def	ense	20	126		Tricks		
Se Mag	. Attack	33	175	Lv. Name Effec			
S Mag	. Defense	18	119	1 Belly Buster		Phys.	
Evasion		24	145	10			
@ Accuracy		24	145	19 Bubble Bath		Water	
				26 Rock-a-Bye Baby		Supp.	
1	Affinities/R	lesistanc	es	-	-	-	
Phys.	100%	Fire	150%	_	_	-	
Water	50%	Storm	100%			-	
Light	100%	Dark	100%	- -		-	

071 GRIMRAY

Max Lv.	99	Grow	th Pattern	Average	1
		1000000	ina Recovery	2.1	100
Movemen	t Spee	ed	* * *		de
Attack Sp	peed		* * *		
ALCO	ine	L	I May Iv		Come

ATTACK .	speed	, ,	* * *			0.3/6	
Abi	lities	Lv. I	Max Lv.	Gems			
Atta	ick	38	315	Fire Water Storm Neuti			
CP Defe	ense	24	231	Tricks			
Se Mag	. Attack	35	290	Lv.	Name	Effect	
Mag	. Defense	23	237	- 1	Belly Buster	Phys.	
- Evasion		28	253	10	III Wind	Dark	
@ Acci		29	272	18	18 Black Blast		
				28	Hocus Focus	Supp.	
A	ffinities/P	lesistano	es	35	Darkness Beckons	Dark	
Phys.	100%	Fire	100%	49	Final Curtain	Dark	
Water	100%	Storm	100%	-	-	-	
Light	100%	Dark	50%			-	

072 SPRINGRAY





				-				
Abilities Lv. I Max Lv.			Max Lv.	Gems				
a Atta	ick	36	286	₩ Fii	re 🍽 Water 📦 Storm	🍅 Neutral		
Def	ense	25	236		Tricks			
& Mag	. Attack	36	298	Lv.	Name	Effect		
Mag	. Defense	22	203	- 1	Belly Buster	Phys.		
Evasion		28	239	10	III Wind	Dark Water		
Acc	uracy	29	259	18				
_				26 Slow Poke		Supp.		
A	ffinities/R	esistano	es	34	Water Cannon	Water		
hys.	100%	Fire	150%	50	Wallop	Phys.		
ater	50%	Storm	100%	-	_	-		
ight	100%	Dark	100%	-	-	-		



Horns & Claws H Shi	elds 🕒 Scales
Miracle Move Bolt Showe	r
P.D. Command Defend!	
Ailment Vulnerabilities	Ailment Resistances
<u> </u>	△ Petrification
O Poison	X -

COMMAND SLOT UNLOCK CONDITIONS

Unlock	
Slot	O

When it metamorphoses into a wattee.

Unlock 2 Slot

When it metamorphoses into an acee or a deecee and reaches level 39.

Unlock 8 Slot

When its familiarity becomes 5.

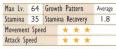


073 SPARKEE

Max Lv.	32	Grow	h Pa	tterr	1	Early
Stamina	30	Stamina Recovery			1.6	
Movemen	*	*	*			
Attack Sp	eed		*	*	*	

TILLUCIO	spece					×	
Abi	lities	Lv. 1	Max Lv.	Gems			
Atta	ıck	8	67		🟓 Light 🟓 Neutral		
😲 Defe	ense	10	90		Tricks		
Mag Mag	. Attack	15	132	Lv. Name Ef			
S Mag	. Defense	8	67	I Plasma Ball		Storm	
Eva	sion	9	78			Supp.	
⊘ Acci	uracy	7	63	14 Thunderspark St		Storm	
				-	-	_	
A	ffinities/R	esistano	es es	-	_	-	
Phys.	100%	Fire	100%	_		-	
Water	50%	Storm	50%			-	
Light	100%	Dark	100%			-	

074 WATTEE





Abi	ilities	Lv. I	Max Lv.	Gems			
Atta	ack	17	139				
Def	ense	22	167		Tricks		
Mag	. Attack	34	234	Lv.	Name	Effect	
Mag. Defense		18	151	- 1	I Plasma Ball		
Evasion		21	165	8	Short Circuit	Storm	
@ Acc	uracy	15	131	16	16 Pick-Me-Up		
				25	Bubble Bath	Water	
1	Affinities/F	lesistano	es	-	-	-	
Phys.	100%	Fire	100%	_	_	-	
Water	50%	Storm	50%	-	_	-	
Light	100%	Dark	100%	-	-	-	

075 ACEE

St

13 A	CLI						
lax Lv.	99	Grow	th Pa	tter	n	Average	Z.
tamina	40	Stam	ina R	ecove	ery	2.1	
lovemen	t Spee	d	*	*	*		
ttack Sp	eed		*	*	*		

Attack Speed	7	* * *			6.59		
Abilities	Lv. I	Max Lv.	Gems				
Attack	22	212		🎒 Water 🤲 Light 🏓 N	eutral		
Defense	28	253	Tricks				
Mag. Attack	44	373	Lv.	Name	Effect		
S Mag. Defense	26	251	-1	Plasma Ball	Storm		
Evasion	28	252	7	Short Circuit	Storm		
@ Accuracy	22	218	17	Thunderstorm	Storm		
			26	Bracer	Supp		
Affinities/Resistances			50	Geyser V			
Phys. 100%	Fire	100%	64	Parp	Neutra		

076 DEECEE



2.	3 5	6.5%								
	Gems									
₩ Water ₩ Light № Neutral										
	Tricks									
	Name	Effect								
	Plasma Ball	Storm								
	Short Circuit	Storm								
	Generator	Heal								

Liovellie	eur abeea	,	T X X		1	Maria Company
Attack	Speed	7	* * *		> 5	6.5%
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ick	23	214		🎒 Water 🤟 Light 🍅 N	leutral
The Defe	ense	29	259		Tricks	
Mag Mag	. Attack	43	346	Lv.	Name	Effect
S Mag	. Defense	25	216	- 1	Plasma Ball	Storm
Eva:	sion	28	238	7	Short Circuit	Storm
@ Accu	iracy	21	203	18	Generator	Heal
				25	Thunderbolt	Storm
A	ffinities/R	esistano		34	Love-Struck	Supp.
Phys.	100%	Fire	100%	50	Light of Life	Heal
Water	50%	Storm	50%	_	-	-
Light	100%	Dark	100%	-	-	-

No. 077-080 Aves Minor Byrde



COMMAND SLOT UNLOCK CONDITIONS

0

When it metamorphoses into a major byrde.

Unlock 2 Slot

When it metamorphoses into a major byrde and reaches level 24.

0

When its familiarity becomes 3.



077 MINOR BYRDE

Water 50% Storm 50% Light 100% Dark 100%





ADI	IIITIES	LV. I	max Lv.		Gems	
Atta	ack	8	54		🌢 Light 🏓 Phys. 🏓 N	eutral
😲 Defe	ense	10	63		Tricks	
Mag	. Attack	8	52	Lv.	Name	Effect
S Mag	. Defense	8	59	- 1	Whirligig	Storn
Eva	sion	11	97	6	Poison Pinch	Phys
⊘ Acci		12	92	19	See Stars	Phys
		-		-	-	-
A	Affinities/P	esistanc	es	-	-	-
Phys.	100%	Fire	100%	-	_	-
Water	100%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	-	-





ILLACK	speed	,	(× ×	×		0.4/0
Ab	ilities	Lv. I	Max Lv.	-	Gems	
Atta	ick	15	107		🜢 Light 🏓 Phys. 🏓 N	leutral
Def	ense	16	108		Tricks	
Mag	. Attack	14	101	Lv.	Name	Effect
Mag	. Defense	15	102	1	Whirligig	Storm
Eva	sion	26	157	7	War Cry	Supp.
Acc Acc	uracy	24	144	14	Smash Hit	Phys.
				22	Sand Blast	Supp.
ļ	Affinities/F	lesistano	es	29	Rise and Shine	Heal
Phys.	100%	Fire	100%	41	Wind Tunnel	Storm
Water	100%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	-	-

079 FIREBYRDF

Ma Sta Mo

,,,		011	IDL		5.10	100	1
ax Lv.	99	Grow	th Pattern	Average	£1.	m8 3	3
amina	35	Stam	na Recovery	2.9	3	Ma	
ovemen	t Spee	d	* * *	*	1	SK	
ttack Sn	need		+ + +	+		~	4

Abi	ilities	Lv. I	Max Lv.	Gems			
Atta	ıck	25	235	🏓 Light 🐞 Phys. 🏓 Neutral			
CP Defe	ense	25	235		Tricks		
Mag	. Attack	24	240	Lv.	Name	Effect	
Mag	. Defense	23	220	-	Whirligig	Storm	
Evasion		35	320	8	War Cry	Supp.	
Acci	ILUCA	36	326	15	Spire of Fire	Fire	
	-			23	Pick-Me-Up	Supp.	
A	ffinities/R	esistanc	es	32	Petrifying Poke	Phys.	
Phys.	100%	Fire	50%	44	Sharpener	Supp.	
Water	150%	Storm	100%	58	Towering Inferno	Fire	
Light	100%	Dark	100%	-	_	-	

080 THUNDERBYRDE

Max Lv.	99	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.9
Movemen	t Spee	d * * *	*
Attack Sp	eed	* * *	*



Attack	Speed	7	* * *	*	9-6	4%
Ab	lities	Lv. I	Max Lv.		Gems	
Att:	ick	25	235	₩W	nter 📦 Storm 🤟 Light 噛 Phys	. 🕍 Neutral
Def	ense	25	235		Tricks	
Mag	. Attack	22	222	Lv.	Name	Effect
Mag	. Defense	24	239	- 1	Whirligig	Storm
Eva		35	320	8	War Cry	Supp.
Acc	ıracy	34	306	13	Slow Poke	Supp.
			1	20	Thunderstorm	Storm
	Affinities/R			29	Razzle Dazzle	Supp.
Phys.	100%	Fire	100%	40	Whirly Whirlies	Storm
Water	100%	Storm	100%	53	Restorer Aurora	Heal
Light	100%	Dark	100%	-	_	-





Light 100% Dark 100%

	5	DE CE	082 l	мон	AWK	
ly	5	J	Max Lv.	. 52	Growth	P
В	Jens	7	Stamina	30	Stamina	R
		S	Moveme	nt Speed	1	F
	and a	3%	Attack	Speed	-	-
	Gems		Abi	lities	Lv. I	I
re 🍏	Storm 🏓 Light	● Neutral	N Atta	ck	16	
	Tricks		CP Defe	ense	15	
	Name	Effect	Mag	. Attack	18	
В	Body Blast	Phys.	S Mag	Defense	21	Ī
	Whirligig	Storm	- Eva	sion	66	İ
	See Stars	Phys.	@ Acci	ıracv	37	l
	-	-			Resistanc	-
	_	-				e
	-	-	Phys.	100%	Fire	
	-	_	Water	100%	Storm	



Max Lv. 52 Growth Pattern







Max Lv.	22	Growth	owth Pattern		V	
Stamina	30	Stamina	Recovery	1.6		
Movemer	nt Spee	d	* * *	*	7 .	
Attack S	peed		* * *		-213	9 8%
Abili	ties	Lv. I	Max Lv.		Gems	
Attac	k	10	62		Light Neutr	al
Defer	nse	10	59		Tricks	
Mag.	Attack	10	62	Lv.	Name	Effect
Mag.	Defense	9	56	1	Evil Embrace	Supp.
Evasi	ion	14	107	7	Spite	Supp.
Accur	racy	12	84	16	Dark Cloud	Dark
		Resistan	cor	_	_	
			100%	-		-
Phys.	100%	-		-	_	-
Water	100%	Storm		-	-	-
Light	100%	Dark	100%	-	-	-

Max Lv. 44 Growth Pattern				rn Ea	arly
Stamina	35	Stami	na Reco	very I	.8
Movement Speed 🔀 🛨 🛨				* *	
Attack !	peed		* *	*	6.4%
Abil	ities	Lv.	I Max	Lv.	Gems
Natta	ck	2.	3 13	31	📸 Phys. 🔌 Neutral
Defe	nse	2	1 12	23	Tricks
Mag.	Attack	2.	3 13	31 Lv.	Name Effect
Mag.	Defense	2	3 11		Evil Embrace Supp.
Evas	ion	6.	4 20		Rolling Stone Phys.
Accu	racy	4	4 16	8 16	
	ffinities	/D i		23	Whirligig Storm
				32	Wind Tunnel Storm
Phys.	100%	Fire	e 100	0% _	
Water	100%	Stor	m 50	% –	
Light	100%	Dar	k 100	0% -	

086 WISHING WHAMBAT

Max Lv.	68	Growth	Pattern	Ear	dy V	3	
Stamina	40	Stamina	Recovery	2.		1	
Movemen	nt Spee	d	* * *	*			
Attack S	peed	7	* * *			4%	
Abil	ities	Lv. I	Max Lv.		Gems		
NAttac	:k	43	222		🍅 Phys. 🍅 Neutra	I	
C Defe	nse	36	189	Tricks			
Mag.	Attack	47	245	Lv.	Name	Effect	
Mag.	Defense	41	202	- 1	Evil Embrace	Supp.	
- Fyasi	ion	109	352	6	Rolling Stone	Phys.	
@ Accu	racu	80	300	16	Short Circuit	Storm	
				27	Leech	Dark	
Af	finities/	Resistanc	es	32	Slow Poke	Supp.	
Phys.	100%	Fire	100%	39	Phantom Fangs	Phys.	
Water	100%	Storm	100%	45	III Wind	Dark	
Light	150%	Dark	50%	-	_	-	

1 1173.	10076	riic	10076	_	_	_
Water	100%	Storm	50%	-	-	-
Light	100%	Dark	100%	-	_	-
088	CAPT	AIN V	VHAM	TAST	ric 11	Alex
Max Lv			Pattern	Ear	ly	
Stamina	40	Stamina	Recovery	2.		
Moveme	ent Speed	,	* * *	*	13	
Attack	Speed	7	* * *			≫ −
Abi	lities	Lv. I	Max Lv.		Gems	
N Atta	ick	40	201		🍅 Phys. 🍁 Neutra	al
C Def	ense	40	210		Tricks	
Mag Mag	. Attack	47	245	Lv.	Name	Effect
Mag	. Defense	41	202	- 1	Evil Embrace	Supp.
E va		109	352	6 Rolling Stone F		Phys.
@ Acc		80	300	18	Time to Shine	Supp.
		-		29	Razzle Dazzle	Supp.
	ffinities/			31	Wind Tunnel	Storm
Phys.	100%	Fire	100%	39	Love-Struck	Supp.
Water	100%	Storm	100%	EE	Para	Moutral

Light 50% Dark 150%

 Ξ

Whambat

Wishing

Whambat

Captain Whamtastic



Spears	Clot	hes
Miracle Move	Whirlwind	
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
<u> </u>		▲ Sleep
OBlindness		X -

Unlock

Slot

COMMAND S	LOT UNLOCK CONDITIONS
Unlock Slot	When a sleepeafowl reaches level 16, or metamorphoses into a hippeafowl.
Unlock Slot 2	When it metamorphoses into a grumpeafowl or a wimpeafowl and reaches level 37.

When its familiarity becomes 3.



089

089 S	LEE	PEA	FOWL		AQ X
Max Lv.	50	Growth	Pattern	Early	Constant of the second
Stamina	30	Stamina Recovery		1.6	1000
Movemen	t Spee	d	* * *		12
Attack Sp	eed	,	* * *		25%
Abilio	rine	lv I	May Iv		Gams

All

Abı	lities	Lv. I	Max Lv.	Gems			
N Atta	ck	7	86	🟓 Light 🟓 Neutral			
SP Defe	ense	7	90		Tricks		
Mag Mag	. Attack	13	149	Lv.	Name	Effect	
	. Defense	9	108	- 1	Drowsy Drops	Supp.	
Evasion		9	121	9	Blunt	Supp.	
Accuracy		17	230	-	-	-	
A	ffinities/R	esistano	es		_	H	
Phys.	100%	Fire	100%	-	_	_	
Water	100%	Storm	50%		-	-	
Light	100%	Dark	100%	-	_	-	
rigill	100/6	Dark	100/0				

090 HIPPEAFOWL





Attack	Speed		(* *		6	20%		
Abi	lities	Lv. I	Max Lv.		Gems			
Atta	ck	14	135		●Storm 🟓 Light 👛 N	eutral		
T Defe	ense	15	143		Tricks			
Mag Mag	. Attack	28	228	Lv.	Name	Effect		
	. Defense	22	148	-	Drowsy Drops	Supp.		
Evasion		47	183	6	Sand Blast	Supp.		
Acci	iracy	75	316	16	Thunderspark	Storm		
				26	Crosswind	Storm		
A	ffinities/P	lesistano	es	-	-	-		
Phys.	100%	Fire	100%	-	-	-		
Water	100%	Storm	50%	-	-	-		
Light	100%	Dark	100%	-	-	-		

091 GRUMPEAFOWL

				100
Max Lv.	99	Growth Pattern	Average	A. C.
Stamina	40	Stamina Recovery	2.1	1
Movemen	t Spee	ed * * *		1
Attack Sp	eed	* * *		

Abi	lities	Lv. I	Max Lv.		Gems			
Atta A	ıck	23	244		Storm 🍽 Neutral			
🗦 Defe	ense	24	237		Tricks			
Mag	. Attack	37	309	Lv.	Name	Effect		
Mag	. Defense	24	228	- 1	Drowsy Drops	Supp.		
Eva		32	289	5	Sand Blast	Supp.		
Accuracy		57	433	17	Spire of Fire	Fire		
				27	Yoo-Hoo	Supp.		
	ffinities/R	esistano		35	Hocus Focus	Supp.		
Phys.	100%	Fire	50%	48	Flame Fan	Fire		
Water	150%	Storm	100%	-	-	-		
Light	100%	Dark	100%	-	-	-		

092 WIMPEAFOWL



Attack	Speed	,	* * *		المختاذ	12.5
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ick	21	205	Fir	e 🏓 Storm 🏓 Dark 🟓 Phys	. 🥌 Neuti
😲 Defe	ense	22	216	-	Tricks	
Mag	. Attack	39	351	Lv.	Name	Effect
S Mag	. Defense	26	269	- 1	Drowsy Drops	Supp
Eva		32	289	5	Sand Blast	Supp
Accuracy		57	433	12	Slow Poke	Supp
				23	Whirly Whirlies	Storm
	ffinities/R			31	Waterspout	Water
Phys.	100%	Fire	150%	49	Hailstone	Water
Water	50%	Storm	100%	-	-	-
Light	100%	Dark	100%	_	-	-



Spears	Clot	hes 💪 Scales
Miracle Move	Ice Age	
P.D. Command	Evade!	
Ailment Yuln	erabilities	Ailment Resistances
o —		▲ Sleep
OBlindness		X –

Unlock

3 Slot

COMMAND S	SLOT UNLOCK CONDITIONS
Unlock Slot	Unlocked from the start.
Unlock Slot 2	When it metamorphoses into a fluorongo or an electrongo.
	When it metamorphoses into a



fluorongo or an electrongo and reaches level 51.

093 DRONGO



Ab	ilities	Lv. I	Max Lv.		Gems		
NAtta	ack	9	66		🧀 Light 🏓 Neutral		
Def	ense	9	66	-	Tricks		
Mag	. Attack	13	103	Lv.	Name	Effect	
Mag. Defense		13	101	- 1	Healing Tear	Heal	
Evasion		6	53	- 1	Thunderspark	Storn	
Accuracy		9	76	11	See Sense	Heal	
				16	Splish Slash	Wate	
1	Affinities/P	lesistano	es	-	_	_	
Phys.	100%	Fire	100%	-	_	-	
Water	50%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

095 FLUORONGO

Max Lv.	99	Growth	Pattern	Ea	rly	ENTO	1 To	
Stamina	40	Stamina	Recovery	2.	1	10	17	
Moveme	nt Spee	d 7	* * *					
Attack	Speed	,	* *			-	> -	
Abi	lities	Lv. I	Max Lv.	Gems				
Na Atta	ck	32	176	Fir	re 🏓 Light 🍅 Dark 🍅 Phys. ѝ Neut			
P Defe	nse	32	198		Tricks			
Mag	Attack	59	270	Lv.	Name		Effect	
■ Mag	Defense	57	257	_1	Thunderspark		Storm	
Eva:	ion	38	158	10	Healthy Glow		Heal	
@ Acci	racy	38	166	16	Sh	nort Circuit	Storm	
				23	Ris	se and Shine	Heal	
A	ffinities	Resistano	es	31	F	Ray of Life	Heal	
Phys.	100%	Fire	150%	40			Light	
Water	100%	Storm	100%	48	V	/ind Tunnel	Storm	
Light	50%	Dark	100%	58	Le	ease of Life	Heal	

094 STRONGO

Mag. Attack

S Mag. Defense

Evasion



33 190

33 166

24



Affinities/Resistances	⊘ A	ccura	су	28	121	2.0		-
Phys. 100% Fire 100% Water 50% Storm 100%		ACC:	141-1	D		26		
Water 50% Storm 100%						35	Cro	SSW
	Phys	. 1	00%	Fire	100%	_		_
Light 100% Dark 100% — —	Wate	r 5	0%	Storm	100%	-		_
	Light	1	00%	Dark	100%	_		_
						<u> </u>		-
	140	EI	LEC	TRC	NGO		- 6	0
Max Lv. 99 Growth Pattern Early						Ea	rly d	0

99

Stamina	40	Stamina	Recovery	2.	I	(4)		
Moveme	nt Spee	d	* *			E.	de	
Attack !	Speed	,	* * *			-	≫ −)	
Abil	lities	Lv. I	Max Lv.	Gems				
Atta	ck	32	176	🍻 Fire 🟓 Light 🍅 Dark 🐞 Phys, 🧼 Neur				
😲 Defe	ense	32	198			Tricks		
Mag Mag	. Attack	63	295	Lv.	Name		Effect	
-	. Defense	52	232	- 1	Thunderspark		Storm	
Evas		38	158	10	He	ealthy Glow	Heal	
@ Aca	racy	38	166	11	11 Water Bomb		Water	
				22	Т	hunderbolt	Storm	
A	ffinities	Resistan	ces	30	V	Vaterspout	Water	
Phys.	100%	Fire	100%	The second secon		Supp.		
Water	150%	Storm	50%	51		Dropsicle	Water	
Light	100%	Dark	100%	63	L	ight of Life	Heal	







Effect

Supp.

Supp.

Storm

Effect

Supp.

Heal

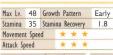
Supp.

Light

Light

Heal

098 KNIGHTINGALE





Abi	lities	Lv. I	Max Lv.	Gems				
Atta	ck	26	149	₩ Light № Neutral				
To Defe	ense	24	139		Tricks			
Mag Mag	. Attack	34	176	Lv.	Name	Effect		
Mag. Defense		34	161	1	Yoo-Hoo	Supp.		
Eva		39	137	9	Healthy Glow	Heal		
@ Acci	iracV	39	157	16	Plasma Ball	Storm		
		1		26	See Stars	Phys.		
A	ffinities/F	lesistano	es	-	-	-		
Phys.	100%	Fire	100%	-	_	-		
Water	100%	Storm	100%	-	_	-		
Light	100%	Dark	100%	-	-	-		

099 PALADIN PARTRIDGE

47 238

44

60 279

58 256

54 194 18

59

Affinities/Resistances

Phys. 100% Fire 100%

Water 100% Storm 100%

Light 50% Dark 100%

Attack

Defense

Mag. Attack

S Mag. Defense

Evasion

Accuracy

Bushido Bantam

Affinities/Resistances

Phys. 100% Fire 100% Water 100% Storm 100%

Light 100% Dark 100%



226

226

35

48



🏓 Light 🟓 Neutral

Tricks

Name

Үоо-Ноо

Healthy Glow

Enlighten

Mighty Light

Ray of Life

Twinkle Twinkle

Restorer Aurora

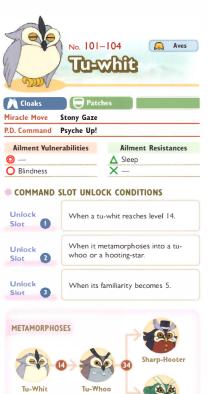
Max Lv.	70	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movemen	t Spee	ed * * *	
Attack Sp	eed	* * *	*

102 TU-WH00

Max Lv. 68 Growth Pattern Average



Abi	lities	Lv. I	Max Lv.		Gems			
A tta	ick	50	260		₩ Light № Neutral			
👽 Defe	ense	44	226	Tricks				
Mag Mag	. Attack	60	279	Lv.	Name	Effect		
Mag	. Defense	54	233	1	Yoo-Hoo	Supp.		
	Evasion		194	9	Healthy Glow	Heal		
	uracy	59	226	17	Sharpener	Supp.		
				27	Slice 'n' Dice	Phys.		
A	ffinities/F	lesistano		34	Thunderbolt	Storm		
Phys.	100%	Fire	100%	39	Time to Shine	Supp.		
Water	100%	Storm	100%	53	Super Slash	Phys.		
Light	100%	Dark	100%	-	-	-		





Max Lv.	42	Growt	h I	Pattern	Ear	ly	(7	
Stamina	30	Stami	na	Recovery	1.0	6	1/1	1	
Movemen	t Spee	d	*	* *			V	V	
Attack Sp	peed		×	* *				¥ 13%	
Abili	ties	Lv.	1	Max Lv.	Gems				
Attacl	(8		85	🟓 Light 🟓 Neutral				
Defen	se	8		85	Tricks				
Mag.	Attack	9		93	Lv.		Name Ef		
Mag.	Defense	14	1	146	-1	R	Ray of Life H		
Evasi	on	10)	119	7		zzle Dazzle	Supp.	
⊘ Accur	acv	13	3	148	16	,	Whirligig	Storm	
		Resista			-			-	
		-			-		1-1	1-	
Phys.	100%	Fire	9	100%	-			-	
Water	100%	Stor	m	50%	-		-	-	
Light	100%	Dar	k	100%	-		-	-	
		-	_						

THE LA				,			
Stamina	35	Stamina	Recovery	1.	8	690	3
Moveme	nt Spee	d 7	* * *			mm	1
Attack	Speed	7	* * *			Mary.	₩10.4
Abi	lities	Lv. I	Max Lv.			Gems	
Atta	ck	17	154		₩ Lig	ht N eutral	
efe Defe	ense	15	139			Tricks	
Mag Mag	. Attack	18	160	Lv.	1	lame	Effec
Mag	Defense	26	210	1	Ray	of Life	Hea
Eva:	ion	24	204	8	Thund	derstorm	Storr
	ıracy	28	220	16		ınd Shine	Hea
		Resistano		24	Whirly	Whirlies	Storr
				-		_	-
Phys.	100%	Fire	100%	_		-	-
Water	100%	Storm	50%	-		-	-
Light	100%	Dark	100%	_		-	-

Max Lv.	99	Growth	Pattern	Ea	rly	1		
Stamina	40	Stamin	a Recovery	2	1	1		
Moveme	nt Spee	d	* * *					
Attack	Speed		* * *			6.5%		
Abi	lities	Lv.	Max Lv.		Gems			
Atta	ck	36	237	➡Light ➡Dark ➡Neutral				
😲 Defe	nse	31	211		Tricks			
Mag Mag	Attack	35	225	Lv.	Name E			
Mag	Defense	53	270	- 1	Ray of Life	Heal		
Eva:	ion	56	227	7	Thunderstorm	Storm		
(Acci	racy	66	289	16	Rock-a-Bye Baby	Supp.		
				25	Lease of Life	Heal		
A	ffinities	Resista	nces	34	III Wind Da			
Phys.	100%	Fire	100%	52	Second Wind			
Water	100%	Storn	50%	_	-	-		
Light	100%	Dark	50%	_	-	_		





Hooting-Star

103 SHARP-HOOTER



Blades	Hea	dgear
Miracle Move	Power Surge	e
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
0 —		▲ Confusion
O Sleep		X —

COMMAND SLOT UNLOCK CONDITIONS

Unlock	
Slot	0

When it metamorphoses into a flummox floret.

Unlock 2 Slot

When it metamorphoses into a flummox floret and reaches level 25.

When it metamorphoses into a horrid floret or a florid floret.



105 FLORET

Max Lv.	35	Grow	th Pa	tter	n	Average
Stamina	30	Stami	na Re	COVE	ery	1.6
Movemen	Spee	d	*	*	*	
Attack Sp	eed		*	*	*	*

Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ıck	8	76		●Storm 🟓 Light 🟓 No	eutral
Defe	ense	7	65		Tricks	
Mag Mag	. Attack	11	88	Lv.	Name	Effect
_	Defense	9	84	- 1	Drowsy Drops	Supp.
Eva	sion	8	76	6	Sand Blast	Supp.
@ Acc	iracy	8	88	12	Plasma Ball	Storm
				-	-	-
A	ffinities/R	lesistano	es	-	-	-
Phys.	100%	Fire	100%	-	-	-
Water	150%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	-	-

106 FLUMMOX FLORET

			-					
	Max Lv.	55	Grow	th Pa	tteri	1	Aver	age
	Stamina	35	Stami	ina Ro	cove	ery	1.	8
	Movement	Spee	d	*	*	*		
8%	Attack Sp	eed		*	*	*	*	
						-		



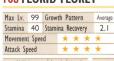
Abilities	Attack	Speed	1	* * *	*		14.4%
Defense 13 116 Tricks Mag, Attack 20 153 Lv. Mame Effect Mag Defense 19 156 I Drowsy Drops Supp. Evasion 16 133 7 See Stars Phys. Affinities/Resistances 26 Crosswind Storm Phys. 100% Fire 100% — — — Water 150% Storm 100% — — — —	Ab	ilities	Lv. I	Max Lv.		Gems	
№ Mag. Attack 20 153 Lv. Name Effect Mag. Defense 19 156 1 Drowsy Drops Supp. E vasion 16 133 7 See Stars Phys. Affinities/Resistances 26 Crosswind Storm Phys. 100% Fire 100% — — — — Water 150% Storm 100% — — — —	Atta	ack	17	144		Storm Neutra	l
Hag Defense 19 156 1 Drowsy Drops Supp. E vasion 16 133 7 See Stars Phys. Affinities/Resistances 19 158 14 Whirligig Storm Phys. 100% Fire 100% — — — Water 150% Storm 100% — — — —	😲 Def	ense	13	116		Tricks	
■ Evasion	Mag Mag	. Attack	20	153	Lv.	Name	Effect
15	Mag	. Defense	19	156	-1	Drowsy Drops	Supp.
Affinities/Resistances Phys. 100% Fire 100% - - - Water 150% Storm 100% - - -	Eva	sion	16	133	7		Phys.
### Affinities/Resistances			19	158		00	
Phys. 100% Fire 100%			-		26	Crosswind	Storm
Water 150% Storm 100%	ł	Attinities/#	esistano		-	_	-
	Phys.	100%	Fire	100%	-	_	-
Light 100% Dark 100%	Water	150%	Storm	100%	-	_	-
	Light	100%	Dark	100%	-	_	_

107 HORRID FLORET

Max Lv.	99	Grow	th Pa	tter	n	Average
Stamina	40	Stami	na R	ecovi	ery	2.1
Movemen	t Sper	d	*	*	*	*
Attack Sp	eed		*	*	*	*

- Cuch	speca					
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ick	30	277		Storm Neutra	l
🕽 Defe	ense	24	242		Tricks	
Mag	. Attack	32	274	Lv.	Name	Effect
Mag	Defense	32	279	-1	Drowsy Drops	Supp.
Eva:	sion	27	257	7	See Stars	Phys.
		33	284	14	Poison Pinch	Phys.
				22	Dark Cloud	Dark
	ffinities/R	esistano	es	31	Phantom Fangs	Phys.
Phys.	100%	Fire	100%	50	Wallon	Phys

108 FLORID FLORET



Attack :	Speed	,	* * *	*	C	9%
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ck	29	258		Storm Neutral	
😯 Defe	ense	24	242		Tricks	
Mag Mag	. Attack	33	293	Lv.	Name	Effect
Mag	. Defense	32	279	-1	Drowsy Drops	Supp
Eva:	ion	27	257	7	See Stars	Phys.
@ Accı	ıracv	33	284	16	Slice 'n' Dice	Phys.
				26	Petrifying Puff	Supp
	ffinities/P	esistano		34	Smoke Bomb	Supp
Phys.	100%	Fire	100%	50	Restorer Aurora	Heal
Water	150%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	-	-



🔑 Axes & Hammers 🖶 Headgear Miracle Move Inner Strength P.D. Command Defend! Ailment Vulnerabilities Ailment Resistances ▲ Confusion O Sleep

COMMAND SLOT UNLOCK CONDITIONS

Unlock	
Slot	0

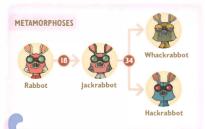
When it metamorphoses into a jackrabbot.

Unlock 2 Slot

When it metamorphoses into a iackrabbot and reaches level 25.

Unlock Slot

When its familiarity becomes 3.



109 RABBOT

Water 150% Storm 100%

Light 100% Dark 100%



Attack	Speed	7	* * *	*	*,	8%
Abi	ilities	Lv. I	Max Lv.		Gems	
Atta	ick	9	73		➡Fire ➡Light ➡Ne	utral
TDef	ense	8	59	-	Tricks	
Mag Mag	. Attack	9	70	Lv.	Name	Effect
Mag	. Defense	7	58	- 1	Ray of Light	Phys.
E va	sion	12	87	7	Poison Pinch	Phys.
⊘ Acc	uracy	12	103	13	Razzle Dazzle	Supp.
				18	Hot Huff	Fire
F	Affinities/R	esistano	es	-	-	-
Phys.	100%	Fire	100%	-	-	-
Water	100%	Storm	150%	-	-	-
Light	100%	Dark	100%	-	_	_

I IO JACKRABBOT





Movem	ent Speed	7	* * *			9
Attack	Speed	7	* * *	*		6.4%
Abi	ilities	Lv. I	Max Lv.		Gems	
N Atta	ick	18	130		🏓 Fire 🤌 Light 🟓 No	eutral
Def	ense	15	110		Tricks	
Mag	. Attack	19	138	Ĺv.	Name	Effect
Mag	. Defense	15	118	1	Ray of Light	Phys.
Eva	sion	23	153	7	Smash Hit	Phys.
⊘ Acc	uracy	26	172	15	Fling Flame	Fire
		_		23	Hellitosis	Supp.
1	Affinities/F	lesistano	es	32	Spire of Fire	Fire
Phys.	100%	Fire	100%	-	-	-
Water	100%	Storm	150%	-	-	-
Light	100%	Dark	100%	-	-	-

III WHACKRABBOT

Light 100% Dark 100%

Max Lv.	99	Grow	th P	atter	n	Average	1
Stamina	40	Stami	na f	Recov	ery	2.1	<
Movemen	t Spee	d	*	*	*		Q.
Attack Sp	eed		*	*	*	*	1
A1.717		1	. 1				-

	opera.					4
Ab	ilities	Lv. I	Max Lv.		Gems	
Atta	ack	28	242	₩Fi	re 🕬 Water 🏓 Storm 🛚	● Neutral
Def	ense	23	223		Tricks	
Mag	g. Attack	32	295	Lv.	Name	Effect
S Mag	. Defense	25	222	- 1	Ray of Light	Phys.
E va	sion	34	302	7	Smash Hit	Phys.
Acc Acc		39	338	17	Dark Cloud	Dark
				26	See Sense	Heal
1	Affinities/F	Resistanc	es	32	Stalagmitts	Phys.
Phys.	100%	Fire	100%	37	Drowsy Drops	Supp.
Water	100%	Storm	150%	54	Drop Chop	Phys

112 HACKRABBOT

Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movemen	t Spee	ed * * *	
Attack Sp	peed	* * *	*

movement speed			* * *		100			
Attack	Speed	7	* * *	*	:100	4%		
Abi	lities	Lv. I	Max Lv.	Gems				
Atta	ick	28	249	🟓 Fire 🏓 Dark 🟓 Phys. 🏓 Neutral				
P Def	ense	23	204	Tricks				
Se Mag	. Attack	31	261	Lv. Name Effec				
€ Mag	. Defense	23	185	I Ray of Light Phys				
Eva	sion	35	314	7	7 Smash Hit Phys			
Acc Acc	nracy	39	347	17	Slice 'n' Dice	Phys.		
				25	Splish Slash	Water		
	Iffinities/F		75	33	Pick-Me-Up	Supp.		
Phys.	100%	Fire	100%	39	Polar Puff	Water		
Water	100%	Storm	150%	56	Super Slash	Phys.		
Light	100%	Dark	100%	-	-	-		





Affinities/Resistances

Phys. 100% Fire 100%

Water 100% Storm 150%

Light 100% Dark 100%



114 SPIKE TYKE Max Lv. 62 Growth Pattern Stamina 35 Stamina Recovery 1.8 Movement Speed Attack Speed * 1 Abilities Ev. I Max Lv. Gems 17 157 🏓 Fire 🦸 Light 🟓 Neutral **Attack** 14 133 Defense Tricks Mag. Attack 14 129 Name Mag. Defense 20 160 Smash Hit Smoke Bomb **Evasion** 12 119 18 Sabotage 39 **Accuracy** 243

Affinities/Resistances

Phys. 100% Fire 100%

Water 100% Storm 150%

Light 100% Dark 100%

118 TURBURN

Effect

Phys.

Supp.

Supp.

Phys.

e	1 15 P
h	Max Lv.
	Stamina
	Movement
	Attack Sp
	Abilit
	Attack
	P Defens
	Mag. A
	Mag. D
	Evasio
	@ Accura
	Affi
	Phys I

SYCH TYKE 99 Growth Pattern 40 Stamina Recovery Speed

Abi	ilities	Lv. I	Max Lv.	Gems		
Atta	ick	29	259	●Fire ●Storm ●Light ●Neutr		
Defe	ense	24	214	Tricks		
Mag	. Attack	23	204	Lv. Name Effec		
S Mag	. Defense	29	259	I Smash Hit Phy		
Eva	sion	21	192	8 Smoke Bomb Sup		Supp.
⊘ Acc	uracy	47	406	18	Belly Buster	Phys.
		1		25	Whirligig	Storm
Į.	lffinities/f	lesistano	es	34	Wind Tunnel	Storm
Phys.	100%	Fire	100%	50	Twister	Storm
Water	100%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	-	-





28

Petrifying Poke

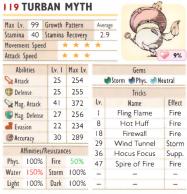




Max Lv.	68	Growth	Pattern	Ave	rage	V.
Stamina	35	Stamina	Recovery	2.	3	4
Moveme	nt Spee	d	* * *	*	The state of the s	
Attack !	Speed	,	* * *		322	> 14.4%
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ck	15	149	St	orm 🧀 Light 🍅 Phys.	🏟 Neutra
😲 Defe	nse	15	149	-	Tricks	
Mag Mag	Attack	28	236	Lv.	Name	Effect
Mag.	Defense	18	165	1	Fling Flame	Fire
Evas	ion	13	133	9	Hot Huff	Fire
@ Accu	racy	20	184	17	Plasma Ball	Storm
		1		23	Whirligig	Storm
	.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Resistan	955/	29	Whirly Whirlies	Storm
Phys.	100%	Fire	50%	_	_	_
Water	150%	Storm	100%	_	-	-
Light	100%	Dark	100%	_	-	-

120 TURBAN LEGEND

Max Lv. 99 Growth Pattern Average



Movement Speed ★ ★ ★			*				
Attack	Speed	7	* * *) 14.4%	
Abi	lities	Lv. I	Max Lv.	Gems			
Atta	ick	15	149	Ste	orm 🥌 Light 🐞 Phys.	● Neutral	
CP Defe	ense	15	149	-	Tricks		
Mag Mag	. Attack	28	236	Lv.	Name	Effect	
Mag	. Defense	18	165	I Fling Flame Fire			
E va	sion	13	133	9 Hot Huff Fire			
@ Acci	iracy	20	184	17	Plasma Ball	Storm	
	ffinities/F	locictone	200	23	Whirligig	Storm	
			500	29	Whirly Whirlies	Storm	
Phys.	100%	Fire	50%	-	_	-	
Water	150%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

Stamina	40	Stamina	Recovery	2.	9	7
Moveme	nt Speed	7	* * *	*	light	No.
Attack	Speed	7	* * *			€ 9%
Ab	lities	Lv. I	Max Lv.		Gems	
Atta	ick	25	240	Fir	e 🏓 Storm 🏓 Dark া Phys.	. Meutra
😲 Def	ense	23	219		Tricks	
Mag	. Attack	41	365	Lv.	Name	Effect
S Mag	. Defense	28	263	- 1	Fling Flame	Fire
Eva	sion	22	218	8	Hot Huff	Fire
⊘ Acc	iracv	30	292	19	Snowstorm	Water
				26	Soulshield	Supp.
	ffinities/		100	34	Shower Curtain	Supp.
Phys.	100%	Fire	150%	49	Dropsicle	Water
Water	50%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	-	-

Legend







COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 0 When it metamorphoses into an allseeing idler or an evil idler.

Unlock 2 Slot

When it metamorphoses into an all-seeing idler or an evil idler and reaches level 56.

Unlock 0 When its familiarity becomes 3.



121 IDLER

Attack

Defense

Mag. Attack

S Mag. Defense

Evasion

Accuracy

Attack

Defense

Evasion

Accuracy

Mag. Attack Mag. Defense

lax Lv.	34	Growth Pattern	Average
tamina	30	Stamina Recovery	1.6
lovemen	t Spee	d ★ ★ ★	
kttack Sp	eed	* * *	

9

10

9

10 Affinities/Resistances

Phys. 100% Fire 100% Water 100% Storm 150%

Light 100% Dark 100%

72



	7 → –
Gems	
	eutral
Tricks	
Name	Effect
War Cry	Supp.
Rise and Shine	Heal
See Stars	Phys.
-	-
-	-

122 WILD IDLER Max Lv. 66 Growth Pattern Average Stamina 35 Stamina Recovery 1.8

Movement Speed





ttack Speed 🗶 🖈 🖈					(> –		
Abi	lities	Lv. 1	Max Lv.		Gems			
Atta	ck	19	162	₩ Fii	●Fire ●Storm ●Light ●Neutr			
D efe	Defense 19 155				Tricks			
Mag	. Attack	21	170	Lv.	Name	Effect		
Mag	. Defense	19	162	-1	War Cry	Supp.		
Evasion		18	153	8	Rolling Stone	Phys.		
Acci	ira (V	22	195	17	Thunderspark	Storm		
				26	Thunderstorm	Storm		
P	ffinities/F	lesistano	.es	-	_	-		
Phys.	100%	Fire	100%	-	-	-		
Vater	100%	Storm	150%	-	-	-		
Light	100%	Dark	100%	-	_	-		

123 ALL-SEEING IDLER

Max Lv.	99	Grow	th I	Patter	n	Average
Stamina	40	Stamina Recovery			2.1	
Movemen	t Spee	d	7	*	*	*
Attack Sp	eed		*	*	*	
Abilit		Lv	1	Max	l v	

28

28

32

30

26

35

Affinities/Resistanc

Phys. 100% Fire

Water 100% Storm

Light 50% Dark

Average 2.1		
	Gems	
₩ Fire	Storm	₩ Neutral

Max Lv.		Gems						
244		→ Fire → Storm → Neutral						
233		Tricks						
276	Lv.	Name	Effect					
265	-1	War Cry	Supp.					
230	7	7 Rolling Stone						
317	18	Time to Shine	Supp.					
317	23	Whirligig	Storm					
25	32	Wind Tunnel	Storm					
100%	50	Second Wind	Heal					
150%	-	-	-					
100%	-	-	-					

124 EVIL IDLER





Attack !	Speed	7	* * *		10-3	≫ −)
Abi	lities	Lv. 1	Max Lv.		Gems	
Atta	ck	30	265	Fir	e 🕬 Water 🍏 Storm	™ Neutral
😲 Defe	nse	29	254		Tricks	
Mag.	. Attack	31	256	Lv.	Name	Effect
Mag. Defense		30	265	-1	War Cry	Supp.
Evasion		26	230	7	Rolling Stone	Phys.
⊘ Accı	iracy	34	295	17	Black Blast	Dark
				25	Spite	Supp.
A	ffinities/R	esistano		34	Enlighten	Supp.
Phys.	100%	Fire	100%	52	Drop Chop	Phys.
Water	100%	Storm	150%	-	-	-
Light	100%	Dark	50%	=	_	





acle Move	Song of the Soul						
. Command	Defend!						
Ailment Vuln	erabilities	Ailment	Resistances				

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 0

O Sleep

Unlocked from the start.

Unlock Slot 2

When it metamorphoses into a firefry or a flash fry and reaches level 43.

▲ Confusion

Unlock 0 Slot

When its familiarity becomes 5.



125 SMALL FRY





,,,,,,	Heres			Genna				
🗽 Atta	ck	10	78	Sto	rm 🯓 Light 🍅 Phys.	Neutra		
伊 Defe	ense	6	46	Tricks				
Mag	. Attack	11	86	Lv.	Name	Effect		
Mag	. Defense	efense IO 7		-1	Fling Flame	Fire		
Evasion		13	100	8	Pebble Pelt	Phys.		
Accuracy		H	92	17	Body Blast	Phys.		
A	ffinities/R	esistano	es	-		_		
Phys.	100%	Fire	50%			+=		
Vater	150%	Storm	100%	-	_	-		
Light	100%	Dark	100%	-	-	-		

126 DEEP FRY





■Neutral Effect Fire Fire Fire

Phys. Supp. Fire

Attack Speed			* * *	*		6.4%		
Abi	lities	Lv. I	Max Lv.		Gems			
Natta Atta	ick	25	122	Sto	orm 🧀 Light 🐞 Phys.	₩ Neutral		
T Def	ense	11	84		Tricks			
Mag Mag	Mag. Attack 24 151		Lv.	Name	Effect			
Mag. Defense		26	132	1	Fling Flame	Fire		
E va	sion	36	176	1	Hot Huff	Fire		
@ Acc	uracy	49	147	16	Occ bellise			
	(ffinities/F	arietane	100	27	Firewall	Fire		
				-				
Phys.	100%	Fire	50%	-	-	-		
Water	150%	Storm	100%	-	-	-		
Light	100%	Dark	100%	_	_	-		

127 FIREFRY

27 11	INL	rni		MARIO	8-1			
Max Lv.	99	Growt	h P	attern	Ear	ly (2	1
tamina	40	Stami	Stamina Recovery			İ		3
Movement	Spee	d	*	* *	*		Carried Street	1
Attack Sp	eed		*	* *	*			4%
Abilit	ies	Lv.	-	Max Lv.	-		Gems	
Attack		41 229 Stor			orm 🤟 Lig	ht 🐞 Phys	. 🏓 Neutral	
Defens	e	18	3	131	Tricks			
Mag. A	ttack	45	5	255	Lv.	N	ame	Effect

Abi	lities	Lv. I	Max Lv.		Gems			
Atta	ick	41	229	St	orm 🤳 Light 🟓 Phys.	Neutral		
Defe	ense	18	131		Tricks			
Mag Mag	Mag. Attack 45 255		255	Lv.	Name	Effect		
Mag. Defense 4		40	219	-	Fling Flame	Fire		
Evasion		60	288	8	Hot Huff	Fire		
⊘ Acci		53	201	20	Spire of Fire	Fire		
				27	Rockfall	Phys.		
	ffinities/R	esistano	55	35	Hocus Focus	Supp.		
Phys.	100%	Fire	50%	51	Flame Fan	Fire		
Water	150%	Storm	100%	-	-	-		
Light	100%	Dark	100%	-	_	-		

128 FLASH FRY

Water 150% Storm 100% Light 100% Dark 100%

								1000	-17111
Max Lv.	99	Grow	th	Pattern	Ea	rly	6		-
Stamina	40	Stam	ina	Recovery	2	.1	5	VE I	-Sin
Movement Speed * * *							100		82
Attack Sp	eed		7	* * *	*		-	ZZ.	.
Abilit	ies	Lv	Ī	Max Lv.	-		Gi	ems	
Attack		3	6	198	₩ St	orm	Light	🍅 Phys.	₩Ne
SP Defens	se	1	9	145		Tricks			
Mag. /	Attack	3	6	220	Lv.		Nam	ie .	Eff
Mag. [Defense	3	9	211	- 1		Fling F	lame	Fi
Evasio	n	5	7	279	8		Hot H	Huff	Fi
@ Accura	acv	5	9	200	19	19 Heat Ray			Fi
	_		31	Belly Buster		Ph			
	inities/				38	Time to Shine			Su
Phys.	100%	Fin	re	50%	53	To	vering	Inforna	Fi





129 DINKEY

Light 100% Dark 100%



Early

130 TURNKEY

Max Lv. 48 Growth Pattern

Stamina 35 Stamina Recovery





134 SPITOOLIGAN

Max Lv. 59 Growth Pattern

Attack Speed

Attack

Defense

Mag. Attack

Stamina 30 Stamina Recovery 2.3

20 156

15 131

28 192

Lv. I Max Lv.

14 4%

Effect

Fire

Supp.

Phys.

Fire

Gems

🍅 Storm 🤟 Light 🐞 Phys. 🟓 Neutral

Tricks

Name

Nut Shell

Sand Blast

Roly-Poly

Firewall



Don Key



Mag.	Defense	3	44	- 1	Nut Shell	Fire	Mag. Defense	10	104
Evas		9	95	6	See Stars	Phys.	Evasion	19	144
(C) Accu		17	221	14	Hot Huff	Fire	@ Accuracy	46	265
	-1			44	Ray Gun	Fire		0	
		Resistanc		-	-	-	Affinities/		7.5
Phys.	100%		50%	-	-	_	Phys. 100%	Fire	50%
Water	150%	Storm	100%	-	-	-	Water 150%	Storm	100%
Light	100%	Dark	100%	-	-	-	Light 100%	Dark	100%
			SPITO				136 SNIP		
Max Lv.		Growth		Ave	~	\$	Max Lv. 99	Growth	
Stamina			Recovery		.9	•			Recovery
	nt Spee	d 🦻	* * *	*	4	Movement Speed	d 7	* * *	
Attack !	peed	7	* * *	*	H-	9%	Attack Speed	,	* * *
Abil	lities	Lv. I	Max Lv.		Gems		Abilities	Lv. I	Max Lv.
Atta	ck	30	260	H Fir	re 📦 Storm 🏓 Dark 🟓 Phys.	Neutral	Attack	30	246
TDefe	nse	25	221		Tricks		Defense	24	201
Mag Mag	Attack	39	317	Lv.	Name	Effect	Mag. Attack	40	324
	Defense	20	196	- 1	Nut Shell	Fire	Mag. Defense	18	155
Evas		29	258	4	Sand Blast	Supp.	Evasion	29	244
Accu	iracy	56	426	16	Bubble Bath	Water	@ Accuracy	56	441
		Resistano		25	Pick-Me-Up	Supp.	Affinities/	Davissan	
				35	Waterspout	Water			
Phys.	100%		50%	50	Towering Inferno	Fire	Phys. 100%		50%
Water	100%	Storm	100%	-	-	-	Water 150%	Storm	100%
Light	100%	Dark	100%	_	_	-	Light 100%	Dark	100%
	10070	Danie					6 1 0 0 7 0		
	10070	Duin					-8		



5

15

26

Effect

Supp.

Supp.

Water

Supp.

Supp.

_

Effect Supp. Supp. Fire

Supp.

Dark

Fire

Leech

Heat Ray

34

Hocus Focus



Miracle Move	Stony Gaze	
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
O —		▲ Sleep/Confusion/Poison
O Stun/Nix		X —
COMMAND	SLOT UNLO	CK CONDITIONS
	When it m	neramorphoses into a

Unlock megalith. Slot

paleolith or a neolith.

Unlock 2 Slot

Unlock

Slot

When its familiarity becomes 3.

When it metamorphoses into a







ttack	Speed	,	* *		-	4%			
Abi	lities	Lv. I	Max Lv.		Gems				
Atta	ck	34	136		₩ater Neutra	I			
Defe	nse	140	402		Tricks				
Mag	Mag. Attack 85 277		Lv.	Name	Effect				
Mag. Defense 39 186		186	1	Bracer	Supp.				
- 0		165	1	Yoo-Hoo	Supp.				
Accı		45	207	13					
				18	Razzle Dazzle	Supp.			
	ffinities/F	lesistano		27	Upsy-Daisy	Heal			
Phys.	60%	Fire	100%	35	Crosswind	Storm			
Water	100%	Storm	100%	-	-	-			
Light	100%	Dark	100%	-	-	-			



138 MEGALITH

Affinities/Resistances

Phys. 70% Fire 100%

Water 100% Storm 100%

Light 100% Dark 100%

Affinities/Resistances

Phys. 60% Fire 100%

Water 100% Storm 100% Light 100% Dark 100%

140 N	40 NEOLITH							
Max Lv.	50	Grow	th	Pattern	Ea	Early		
Stamina	50	Stam	ina	Recovery	1.	.9	1	
Movemen	t Spee	d	4	* * *			Service Control	
Attack Sp	eed		7	* * *	7		A	
Abilit	ies	Lv.	. 1	Max Lv.			Gems	
Attack	(3	8	154		· ·	Water 💌	
Defen	se	14	10	402			Tricks	
Mag.	Attack	7	9	257	Lv.		Name	
Mag. Defense			9	186	_ [Bracer	
Evasion 3:			3	165	- 1		Yoo-Ho	
		4	45 207		12	S	pire of F	
Accuracy T3 207					23		Blunt	



miracie move	Bolt Shower	
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
<u> </u>		△ Sleep/Confusion/Poison
O Stun/Nix		X -

COMMAND SLOT UNLOCK CONDITIONS

Slot

When it metamorphoses into a hot cog.

Unlock Slot

When it metamorphoses into a supercogductor or a cogdenser and reaches level 36.

Unlock 8 Slot

When its familiarity becomes 5.



141 SPROG COG

139 PALEOLITH

Movement Speed

Max Lv. 50 Growth Pattern



Movement Speed		7	* * *		- End of			
Attack	ack Speed		* * *	*	Sep.	€ 8%		
Ab	ilities	Lv. I	Max Lv.	Gems				
Atta	ick	10	71	S t	Storm 🟓 Light 🟓 Phys. 🏓 Neutr			
C Def	ense	16	110		Tricks			
Mag Mag	. Attack	12	81	Lv.	Name	Effect		
Mag	. Defense	H	71	- 1	Sand Blast	Supp.		
E va	sion	9	54	8	Blunt	Supp.		
Acc Acc	uracy	10	62	-	_	-		
-	ffinities/F	acistano	20	_	_	-		
Phys.	100%	Fire	100%			-		
- '						-		
Water	100%	Storm	100%			-		
Light	100%	Dark	100%	_	-	-		

	142 H	ОТ	cog	
TO SE	Max Lv.	40	Growth Pattern	Early
) 3/2	Stamina	35	Stamina Recovery	1.8
	Movemen	t Spee	ed 🛨 🛨 🛨	

Attack	Speed	7	* * *	*	3-61	6.49			
Abi	ilities	Lv. I	Max Lv.		Gems				
Arta	ick	36	133	Storm 🟓 Light 🟓 Phys. 🛸 Neut					
CP Def	ense	57	190		Tricks				
Mag. Attack		40	150	Lv.	Name	Effect			
Mag	Mag. Defense		124	- 1	Sand Blast	Supp.			
E va	sion	19	107	6	Fling Flame	Fire			
Acc Acc		21	108	16	Hocus Focus	Supp			
				29	Firewall	Fire			
F	Affinities/	esistano		-	_	-			
Phys.	100%	fire	50%	-	-	-			
Water	150%	Storm	100%	-	_	-			
Light 100% D:		Dark	100%	_	_	-			

143 SUPERCOGDUCTOR Max Lv. 72 Growth Pattern Early Stamina 40 Stamina Recovery 2.1

Movement Speed

Attack	Speed	,	* * *	*	400	4%		
Abi	ilities	Lv. I	Max Lv.	Gems				
Atta	ick	53	216		Storm Phys. Neutral			
Defe	ense	86	301	Tricks				
Mag Mag	. Attack	70	284	Lv.	Name	Effect		
Mag	. Defense	43	228	-1	I Sand Blast			
Eva	sion	39	225	5	Fling Flame	Fire		
Acci	itata	40	225	17	Thunderbolt	Storm		
				26	Pick-Me-Up	Supp.		
	ffinities/I	esistano		33	Short Circuit	Storm		
Phys.	100%	Fire	100%	40	40 Belly Buster I			
Water	100%	Storm	50%			-		
Light	100%	Dark	100%			-		

144 COGDENSER

Max Lv.	72	Growth	Pattern	Ea	rly	The second	I
Stamina	40	Stamina	Recovery	2.	.1	600) 3
Moveme	Movement Speed ★ ★ ★					Paa	1
Attack Speed ★ ★ ★					The Party	4%	
Abil	ities	Lv. I	Max Lv.			Gems	
Atta	:k	49	193	₩.	iter 📦 🤄	itorm 🟓 Light 🟓 Ph	ys. 🖮 Neutral
👽 Defe	nse	86	301		Tricks		
Mag.	Attack	65	261	Lv.	Lv. Name Effe		
Mag.	Defense	46	251	-1	S	and Blast	Supp.
Evas	on	39	225	5	F	ling Flame	Fire
	racv	43	248	14		Bracer	Supp.
		1		26	Sr	nowstorm	Water
		Resistan		34	34 Soulshield Sup		
Phys.	100%	Fire	150%	41	1	Hailstone	Water
Water	50%	Storm	100%	-		-	-
Light	100%	Dark	100%	-		-	-







Early

17

26

33

42

Gems

➡Fire ➡Storm ➡Neutral

Tricks

Effect

Supp.

Storm

Phys.

Phys.

Supp.

Phys.

Name

Yoo-Hoo

Short Circuit

Belly Buster

Rockfall

Sharpener

Haymaker

147 STEAM-MAN

Movement Speed

Abilities

Attack Speed

Attack

Defense

Mag. Attack

S Mag. Defense

Evasion

Accuracy

Water 100%

Beam-Man

Max Lv. 60 Growth Pattern

Stamina 40 Stamina Recovery 2.05

64

81 272

40 168

51 249

28 159

19

Storm

Affinities/Resistances

Phys. 60% Fire 100%

Light 100% Dark 100%

Lv. 1 Max Lv.

222

123



146 IRON-MAN

Movement Speed

Abilities

Attack Speed

Attack

Defense

Evasion

Accuracy

Mag. Attack

S Mag. Defense

Max Lv. 38 Growth Pattern

Stamina 35 Stamina Recovery 1.75

47

25

27 132

16 87

12

Affinities/Resistances

Phys. 70% Fire 100%

Water 100% Storm 150%

Lv. I Max Lv.

162

180

95

66 27

Lv.

8

16

Early

Gems

➡Fire ➡Storm ➡Light ➡Neutral

Tricks

Name

Yoo-Hoo

Short Circuit

Rolling Stone

Crosswind

Effect

Supp.

Storm

Phys.

Storm





Water	100%	Storm	50%			_	
Light	100%	Dark	100%	-	-	-	
		-					
ISI CLINKETYCLANK LX							
	CLIII	1461	CLA	***	- A	_	
Max Lv	. 68	Growth	Pattern	Ear	rly		
Stamin	a 40	Stamina	Recovery	2.	2.1		
Movem	ent Speed	1 7	* * *	*	7 7	. 0	
Attack	Speed	7	* * *		Lesses	4%	
Ah	ilities	Lv. I	Max Lv.		Gems		
Att:		50	204	Fir		ys. Meutral	
-		-	-			75. 110000	
_	ense	59	239		Tricks		
Mag Mag	. Attack	47	202	Lv. Name		Effect	
Mag	. Defense	46	241	I Thunderspark Sto			
Fva	sion	54	267	7	Storm		

24

32

43

Thunderstorm

Water Bomb

Water Cannon

Geyser

Water

Water

Water

			- 0	Land				
Max Lv.	48	Grow	th	Pattern	Ea	rly	The state of the s	
Stamina	35	Stam	ina	Recovery	1.	8)
Moveme	nt Spee	d	7	* * *	*		La Y	
Attack S	Speed		7	* * *			.41	> -
Abil	lities	Lv	. 1	Max Lv.		G	ems	
Atta	ck	3	3	144	🏓 Light 🐞 Phys. 🏟 Neutral			
Defe	nse	3	6	152		T	ricks	
Se Mag.	Attack	3	0	127	Lv.	Nai	ne	Effect
Mag.	Defense	2	6	153	1	Thunde	rspark	Storm
Evas	ion	3	0	171	8	Short (Circuit	Storm
@ Accu		2	6	161	15 See Sense He			Heal
		-	-		28 Thunderstorm Storm			
A	ffinities/	1	and					-
Phys.	100%	Fir	e	100%	-	_		-

150 CLINKETYCLANK MK. 2

illys.	100%	1116	10076	-	_	-	
Water	100%	Storm	50%	_	_	-	
Light	100%	Dark	100%	-	-	-	
152 (CLIN	KETY	CLA	ικ I	DX A		
Max Lv.	68	Growth	Pattern	Ear	rly	Arro	
Stamina	40	Stamina	Recovery	2.			
Moveme	nt Spee	d 7	* * *	*	M		
Attack !	speed	,	* * *		Herio	>	
Abil	lities	Lv. I	Max Lv.		Gems		
Atta	ck	54	227	🟓 Light 🐞 Phys. 🏟 Neutral			
Defe	nse	59	239		Tricks		
Mag.	Attack	43	180	Lv.	Name	Eff	
Mag.	Defense	46	241	- 1	Thunderspark	Sto	
Evas	ion	54	267	7	Short Circuit	Sto	
	racy	49	252	19	Pick-Me-Up	Su	
		Resistano		27	Slash 'n' Burn	Fi	
				45 Drop Chop		Ph	
Phys.	100%	-	100%	55	Ray Gun	Fi	
Water	100%	-	50%	_	_	1	
Light	100%	Dark	100%				

Mk. 2

Clinketyclank

DΧ

Accuracy

49 252

Affinities/Resistances

Phys. 100% Fire 100%

Light 100% Dark 100%

Water 100% Storm







Unlock Slot	0

daddy or baddy-daddy.



When it metamorphoses into a granddaddy or a baddy-daddy and reaches level 30.



When its familiarity becomes 5.



153 FUDDY-DADDY

Stamin Movem Attack

г	וטט	-וע	יוע	וטו	71		2000
٧.	18	Grow	th l	Patter	rn	Early	The same of
na	a 30 Stamina Recovery					1.6	1 2/2
nen	t Spee	d	*	*	*		ala ala
Sp	eed		*	*	*	*	. (3)
bilit	ies	Lv	1	Max	Lv.		Gems

Abi	ilities	Lv. I	Max Lv.	Gems			
NAtta	ick	11	70		🟓 Light 🟓 Neutral		
P Defe	ense	14	82		Tricks		
Mag Mag	. Attack	H	70	Lv.	Name	Effect	
Mag	Mag. Defense		72	1	Yoo-Hoo	Supp.	
Fvasion		13	68	7	Razzle Dazzle	Supp.	
	uracy	6	32	16	16 Plasma Ball		
				1-0	-	-	
A	Affinities/F	lesistano	es	-	-	-	
Phys.	100%	Fire	100%			-	
Water	150%	Storm	50%	-	_	-	
Light	100%	Dark	100%	-	-	-	

154 BIG DADDY

Max Lv.	50	Growt	Early				
Stamina	35	Stamii	na Recover	y 1.8			
Movemen	*						
Attack Sp	eed		* *	* *			
ALTERNATION OF THE PROPERTY OF							
Abilit	162	Lv.	I Max L				



	-1							
Abi	ilities	Lv. I	Max Lv.	Gems				
A tta	ack	41	171	🍅 Light 🍅 Phys. 🏓 Neutral				
Defe	ense	50	202	Tricks				
Mag	. Attack	37	153	Lv.	Name	Effect		
Mag	. Defense	31	171	- 1	Yoo-Hoo	Supp.		
Eva	sion	32	179	8	Thunderstorm	Storm		
Acci	III.SCA	13	90	17	See Stars	Phys.		
	Affinities/F	ocietane	205	27	Rockfall	Phys.		
				-	_	_		
Phys.	100%	Fire	100%	-	-	-		
Vater	150%	Storm	50%	-	-	-		
ight	100%	Dark	100%	_	_	-		

155 GRAND-DADDY

Abilities

Attack

Defense

Evasion

Accuracy

Mag. Attack

Mag. Defense



61

82 306

62

52 261

53

23 154

Affinities/Resistances

Phys. 100% Fire 100%

Water 150% Storm 50%

Light 100% Dark 100%

238

259

253

17 Smol

27 Cro

49

Light



	> -
Gems	
🌶 Light 🍅 Phys. 🍅 Ne	utral
Tricks	
Name	Effect
Yoo-Hoo	Supp.
Thunderstorm	Storm
Smoke Bomb	Supp.
Crosswind	Storm
Mighty Light	Light
Wind Tunnel	Storm

156 BADDY-DADDY

Max Lv.	70	Growth Pattern Early
Stamina	40	Stamina Recovery 2.1
Movemen	t Spee	ed * * * *
Attack Sp	eed	***
Abilit	ies	Lv. I Max Lv.



Attack Speed * * * *								
Abil	ities	Lv. I	Max Lv.		Gems			
N Atta	ck	61	238		🤲 Light 🍅 Phys. 🔌 Ne	utral		
Defe	nse	88	332		Tricks			
Mag.	Attack	57	236	Lv. Name		Effect		
Mag. Defense		52	261	-1	Yoo-Hoo	Supp.		
Evasion		53	253	7	Thunderstorm	Storm		
Accu	iracy	21	134	16	Sharpener	Supp.		
				29	Sabotage	Supp.		
	ffinities/F			50	Wallop	Phys.		
Phys.	100%	Fire	50%	60	Ray Gun	Fire		
Water	100%	Storm	150%	-	-	-		
Light	100%	Dark	100%	-	_	-		



No. 157–160		Flora
Lumberv	VO	od

** Shields	Patc	hes Patches
Miracle Move	Groundswell	
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
<u> </u>		▲ Stun
O Curse		X -

COMMAND SLOT UNLOCK CONDITIONS



Unlocked from the start.

Unlock 2 Slot

When it metamorphoses into an umberwood or a wildwood.

Unlock Slot

When its familiarity becomes 5.



157 LUMBERWOOD





110101111	one spece	,	' '					
Attack	Speed	7	t) 69		
Ab	ilities	Lv. I	Max Lv.	Gems				
NAtta	ack	20	68		🍅 Fire 🤟 Light 🟓 Neu	ıtral		
Defe	ense	32	153		Tricks			
Mag Mag	Mag. Attack 19		80	Lv.	Name	Effe		
S Hag	. Defense	23	85	1	Sling Stone	Phy		
E va	sion	18	63	6	Healing Tear	Hea		
Aco	uracy	20	68	-	-	-		
1	ffinities/F	Resistanc	esistances			-		
Phys.	100%	Fire	150%			-		
Water	100%	Storm	50%	_	_	-		
Light	100%	Dark	100%			-		

ISS LIMBERWOOD

130 L	11'11	DEKWOOD	
Max Lv.	18	Growth Pattern	Early
Stamina	45	Stamina Recovery	1.65
Movemen	t Spe	ed 🛨 🛨	
Attack Sp	eed	*	



meden speed							
Abi	lities	Lv. I	Max Lv.	Gems			
N Atta	ick	45	138	Fire Light Neutral			
CP Defe	ense	154	303		Tricks		
Mag Mag	. Attack	60	141	Lv.	Name	Effect	
S Mag	Mag. Defense		171	- 1	Sling Stone	Phys.	
Evasion		38	117	8	Healthy Glow	Heal	
@ Acci	iracy	45	138	12	Sickly Spores	Supp.	
		1		17	Rockfall	Phys.	
A	ffinities/P	lesistano	es	-	_	T -	
Phys.	100%	Fire	150%	-	_	-	
Water	100%	Storm	50%	-	_	-	
Light	100%	Dark	100%			-	

159 UMBERWOOD

	-				4
Max Lv.	30	Growth	Pattern	Early	
Stamina	50	Stamina	Recovery	1.9	4
Movemen	Spee	d	* *		
Attack Sp	eed	7	* *		.0
Abilit	ies	Lv. 1	Max Lv.		G
Attack		68	227	Fir	e া L



Attack	Speed	7	* *			> -	
Abi	ilities	Lv. 1	Max Lv.	Gems			
N Atta	ick	68	227		Fire Light Neu	itral	
T Defe	ense	231	475		Tricks		
Mag Mag	. Attack	76	203	Lv.	Name	Effect	
Mag	Mag. Defense 101		294	- 1	Sling Stone	Phys.	
Eva:		54	191	9	Healthy Glow	Heal	
@ Accu	uracy	68	227	13	Belly Buster	Phys.	
				14	Healing Rain	Heal	
A	ffinities/F	esistano	es	20	Stalagmitts	Phys.	
Phys.	100%	Fire	150%			Supp.	
Water	100%	Storm	50%	-	-	-	
Light	100%	Dark	100%	-	-	-	

160 WILDWOOD

Max Lv.	30	Growth	Growth Pattern					
Stamina	50	Stamina	1.9					
Movemen	t Spee	d	* *	***********				
Attack Sp	eed	7	* *					
Abilit	ies	Lv. I	Max Lv.					
Attack		68	227	₩ F				
400								



Commence of the commence of th							
lities	Lv. I	Max Lv.	Gems				
ck	68	227	_	🐞 Fire 🏓 Light 🐞 Neutral			
ense	231	475		Tricks			
. Attack	80	218	Lv.	Name	Effect		
. Defense	96	277	-1	Sling Stone	Phys.		
sion	54	191	9	Healthy Glow	Heal		
iracv	68	227	14	Crosswind	Storm		
			18	Earsplitter	Phys.		
	lesistano	es	22	Yoo-Hoo	Supp.		
100%	Fire	150%	25	Haymaker	Phys.		
100%	Storm	50%	-	-	-		
100%	Dark	100%	-	-	-		
	Attack Defense Sion Jracy HO0%	ck 68 23 I Attack 80 Defense 96 Staracy 68 Iffinities/Resistance 100% Fire Storm	ck 68 227 esse 231 475 Attack 80 218 Defense 96 277 crion 54 191 rarcy 68 227 diffinities/Resistances 100% Fire 150% Storm 50%	ck 68 227 ense 231 475 Attack 80 218 Lv. Defense 96 277 9 prion 54 191 9 racy 68 227 14 fiffinities/Resistances 22 100% fire 150% 25 100% Storm 50% 27	Attack 68 227		

Unlock

3



COMMAND SLOT UNLOCK CONDITIONS

O Curse

Unlock Slot	Unlocked from the start.
Unlock Slot 2	When it metamorphoses into a lotus bubbud or a tropical bubbud and reaches level 43.
Unlock Slot 3	When its familiarity becomes 5.

×



161 BUBBUD

61 B	UB	BUI	7.30		
1ax Lv.	48	Grow	th Pattern	Early	1 52
tamina	25	Stami	na Recovery	1.8	0
1ovemen	t Spee	d	* *		1
Attack Sp	eed		* * *		₩ 8°
Abilit	ies	Lv.	I Max Lv.		Gems

Milain	specu				No. TORRES	0,0	
Abi	ilities	Lv. I	Max Lv.	Gems			
Atta	ıck	6	63	⊌ Light ⊌ Neutral			
😲 Defe	ense	10	130	Tricks			
Mag	. Attack	14	174	Lv.	Name	Effect	
S Mag	. Defense	10	108	-1	Healing Tear	Heal	
Eva:	sion	7	76	5	Rise and Shine	Heal	
Acr	Accuracy		104	12	See Sense	Heal	
		1		-	-	-	
A	Affinities/1	Resistano	:es	-	_	-	
Phys.	100%	Fire	150%	-	_	-	
Water	50%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

162 SPONGE BUBBUD

Max Lv.	65	Growth Pattern	Early
Stamina	30	Stamina Recovery	2.3
Movemen	t Sper	ed * *	
Attack Sp	peed	* * *	



ies	Lv. 1	Max Lv.	-	-			
		HUA LT.		Gems			
	11	88		🐸 Light 🏓 Neutral			
e	44	170		Tricks			
ttack	60	257	Lv.	Name	Effect		
)efense	29	170	-1	Healing Tear	Heal		
n	16	125	7	Soulshield	Supp.		
icv	24	166	15	Razzle Dazzle	Supp.		
			26	Healthy Glow	Heal		
nities/	lesistano	.es	-	-	-		
00%	Fire	150%	-	_	-		
50%	Storm	100%	-	-	-		
00%	Dark	100%	-	_	-		
	ttack Defense n ncy nities/F 00%	te 44 ttack 60 befense 29 n 16 tcy 24 nities/Resistanc 00% Fire 50% Storm	te 44 170 ttack 60 257 befense 29 170 n 16 125 tcy 24 166 nities/Resistances 00% fire 150% 50% Storm 100%	ttack 60 257 kv. befense 29 170 l n 16 125 7 tcy 24 166 15 complete 150% — 50% Storm 100% —	ttack 60 257 lv. Name lefense 29 170 l Healing Tear n 16 125 7 Soulshield locy 24 166 15 Razzle Dazzle composition of the lock of the		

163 LOTUS BURRIID

103 E	01	OJ DODDOL		TEL "
Max Lv.	99	Growth Pattern	Early	7
Stamina	2.9			
Movemen	t Spe	ed * * *		-
Attack Sp	eed	* * *		
Abilis	ins	Iu I May Iu		Gams

Abi	lities	Lv. I	Max Lv.		Gems			
Atta	ck	15	110					
To Defe	ense	60	229	Tricks				
Mag Mag	. Attack	91	340	Lv.	Name	Effect		
Mag	. Defense	43	209	- 1	Healing Tear	Heal		
- Evan	tion	28	179	8	Soulshield	Supp		
@ Accı		38	206	17 Upsy-Daisy		Heal		
				26	Bracer	Supp.		
A	ffinities/f	Resistanc		35	Shower Curtain	Supp.		
Phys.	100%	Fire	150%	50	Aurora Curealis	Heal		
Water	50%	Storm	100%	-	-	-		
Light	100%	Dark	100%	-	_	_		

164 TROPICAL BUBBUD





Attack	speed	,	* * *			4%		
Abi	lities	Lv. I	Max Lv.	Gems				
Atta	ick	14	103	₩Water 🟓 Light 🔌 Neutral				
P Defe	ense	67	227	Tricks				
Mag Mag	. Attack	91	335	Lv.	Name	Effect		
S Mag	. Defense	40	201	-1	Healing Tear	Heal		
Eva:	sion	25	170	8 Soulshield S		Supp.		
@ Acci		33	196	17 Healing Rain		Heal		
				26	Lease of Life	Heal		
A	ffinities/R	esistano	es	35	Twinkle Twinkle	Light		
Phys.	100%	Fire	150%	49	Restorer Aurora	Heal		
Water	50%	Storm	100%	-	-	-		
Light	100%	Dark	100%	-	-	-		





Unlock Slot	When it metamorphoses into a yellow buncher.

When it metamorphoses into an

When its familiarity becomes 5.

Unlock underripe or an overripe buncher. Slot



165 GREEN BUNCHER



llack .	speca					0,0		
Abi	lities	Lv. I	Max Lv.	Gems				
Atta	ıck	14	81	→ Fire → Light → Neutral				
Defe	ense	11	74		Tricks			
Mag	. Attack	11	70	Lv.	Name	Effect		
Mag	. Defense	9	52	1	Stalagmitts	Phys.		
Eva:	sion	10	57	7	Blunt	Supp.		
Accı	uľacy	9	49	13	Sand Blast	Supp.		
	(ffinities/F	Resistance	295	-	_	-		
Phys.	100%	Fire	150%	_	_			
,				-	-	_		
Vater	100%	Storm	100%	-	-	-		
ight	100%	Dark	100%	-	_	-		

166 YELLOW BUNCHER





Attack speed					-V .	4.0%
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ck	35	165	₩Fi	re 谢Water 🤲 Light	₩ Neutral
😲 Def	ense	45	140		Tricks	- 14 21 1
Mag Mag	. Attack	37	135	Lv.	Name	Effect
S Mag	. Defense	23	104	- 1	Stalagmitts	Phys.
Eva	sion	22	116	10	Belly Buster	Phys.
@ Accuracy		18	101	18	Pebble Pelt	Phys.
		1		27	Bubble Bath	Water
F	ffinities/F	lesistano	es	-	-	-
Phys.	100%	Fire	150%	-	_	-
Water	100%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	-	-

16

167 U	ND	ERRIPE BUI	NCHER	A CONTRACTOR
Max Lv.	62	Growth Pattern	Early	
Stamina	45	Stamina Recovery	2.05	527
Movemen	t Spe	ed 🛨 🛨		
Attack Sp	peed	* *		3%
Ahili	zest	Iv I Max Iv		Gems

riovement speed						10				
Attack	Speed	7	* *		7 - May 2 - 1	3%				
Ab	ilities	Lv. I	Max Lv.		Gems					
Atta	ıck	67	305		ire Water Neutral					
TDef	ense	76	262		Tricks					
Mag	. Attack	59	230	Lv.	Name	Effect				
S Mag	. Defense	42	208	- 1	Stalagmitts	Phys.				
E va		37	186	9	Belly Buster	Phys.				
⊘ Acc	uracy	37	204	18	Healing Tear	Heal				
				30	Sharpener	Supp.				
1	Affinities/F	lesistano	es	38	Wallop	Phys.				
Phys.	100%	Fire	150%	-	_	-				
Water	100%	Storm	100%	-		-				
Light	100%	Dark	100%	-	-	-				

168 OVERRIPE BUNCHER



A 112 A
The second second
_

Abi	lities	Lv. I	Max Lv.	Gems				
Atta	ick	71	328					
Defe	ense	70	238	Tricks				
Mag	. Attack	64	252	Lv. Name Effec				
Mag	. Defense	39	187	I Stalagmitts Phy				
Eva:		37	186	9	9 Belly Buster Phy			
Acci		37	204	20	Rockfall	Phys.		
necuracy			31	Maddening Melody	Supp.			
A	ffinities/R	esistano	es	40	Bowlder	Phys.		
Phys.	100%	Fire	150%	-	-	-		
Water	100%	Storm	100%	-	_	-		
Light	100%	Dark	100%	-	-	-		



Miracle Move	Sporestorm	
P.D. Command	Psyche Up!	
Ailment Vuln	erabilities	Ailment Resistances
<u> </u>		▲ Stun
O Curse		X -

COMMAND SLOT UNLOCK CONDITIONS							
Unlock Slot	When it metamorphoses into a duncecap.						
Unlock Slot 2	When it metamorphoses into a madcap or a nightcap.						
Unlock Slot	When its familiarity becomes 3.						



169 NAPCAP

Max Lv.	55	Growth Pattern E	arly
Stamina	30	Stamina Recovery	2
Movemen	t Spee	d * * * *	
Attack Sp	eed	* * * *	-

Ab	lities	Lv. I	Max Lv.	Gems				
Atta	ick	6	82	🧀 Light 🐞 Neutral				
Def	ense	5	82	Tricks				
Mag	. Attack	9	122	Lv. Name		Effect		
Mag	. Defense	6	85	I Blunt		Supp		
Eva		17	212	6	Sickly Spores	Supp		
@ Acc	illach	11	136	15	Razzle Dazzle	Supp		
				-	-	-		
1	Affinities/R	lesistano	es	-	-	_		
Phys.	100%	Fire	100%	-	_	-		
Water	100%	Storm	50%	-	-	-		
Light	100%	Dark	100%	-	-	-		

7 I M	IAU	CA	۲						2
ax Lv.	99	Grow	th Pa	tter	n	La	ite	6	(
amina	40	Stam	Stamina Recovery				.6	6	
ovemen	Spee	d	*	*	*	*	*		1
ttack Sp	eed		*	*	*	*			

м .	00	c		1 -			6
Max Lv.	-		h Patteri		ite		ليت
Stamina	40	Stamin	na Recove	ery 3	.6	2	
Moveme	nt Spee	d	* *	* *	*	2	, -
Attack !	Speed		* *	* *			2.5 9
Abi	lities	Lv.	I Max I	LV.		Gems	
Atta	ck	14	281		Fire	e 🤲 Light 🕍 Ne	utral
Defe	nse	15	312	2		Tricks	
Mag Mag	. Attack	18	337	7 Lv.		Name	Effect
S Mag	Defense	16	306	5 1		Blunt	Supp.
Eva:	ion	27	7 404			ealing Rain	Heal
⊘ Acci	iracy	20	332	17	Tir	me to Shine	Supp.
				27		Firewall	Fire
	ffinities			34	Tr	ricksy Nixy	Supp.
Phys.	100%	Fire	1009	% 52	Tow	ering Inferno	Fire
Water	100%	Stori	m 50%	6 -		_	-
Light	100%	Darl	k 1009	% -		-	-

170 DUNCECAP

Attack Sp	eed		*	*	*	*
Movemen	t Spee	d	*	*	*	*
Stamina	35	Stamina Recovery				2.7
Max Lv.	75	Grow	th Pa	atter	n	Average

	spece					*		
Abi	ilities	Lv. I	Max Lv.	Gems				
Atta	ack	12	148	🟓 Light 🔌 Neutral				
CP Def	ense	15	175	Tricks				
Mag Mag	. Attack	20	207	Lv. Name		Effect		
■ Mag	. Defense	15	181	1 Blunt		Supp.		
Eva		32	288	9	Healing Rain	Heal		
	@ Accuracy		213	21	Mighty Light	Light		
				32	Second Wind	Heal		
-	Affinities/F	lesistano	es	_	-	-		
Phys.	100%	Fire	100%	-	_	-		
Water	100%	Storm	50%	-	_	-		
Light	100%	Dark	100%	-	_	-		

172 NIGHTCAP



Attack Speed 🔭 🛧 🛧				*	-: 115	12.5%			
Abi	lities	Lv. I	Max Lv.		Gems				
Atta	ick	12	249		💣 Storm 🥌 Light 🏓 N	leutral			
🕝 Defi	ensé	15	312	Tricks					
Mag	. Attack	19	353	Lv.	Name	Effect			
Mag	Mag. Defense 17		322	- 1	Blunt	Supp.			
-		27	404	9	Healing Rain	Heal			
Acc		21	348	18	Smoke Bomb	Supp.			
				25	Gust Buster	Storm			
Affinities/Resistances				34	Love-Struck	Supp.			
Phys.	100%	Fire	100%	52	Light Relief	Heal			
Water	100%	Storm	50%	-	-	-			
Light	100%	Dark	100%	_	_	-			



Miracle Move Inner Strength							
P.D. Command Evade!							
Ailment Vulnerabilities	Ailment Resistances						
<u> </u>	▲ Poison						
Unconciousness	V						

COMMAND SLOT UNLOCK CONDITIONS

Unlock	
Slot	U

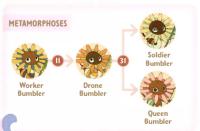
When a worker bumbler reaches level 13, or metamorphoses into a drone bumbler.

Unlock

When it metamorphoses into a drone bumbler.

Unlock Slot

When its familiarity becomes 5.



173 WORKER BUMBLER



Attack Speed * * *					THE CONTRACTOR OF THE CONTRACT) 18%		
Ab	ilities	Lv. I	Max Lv.		Gems			
Atta	ack	9	94		⊌Fire ⊌Light 📦 Ne	Neutral		
😲 Def	ense	6	64		Tricks			
Mag. Attack		12	162	Lv.	Name	Effect		
Mag. Defense		8	88	- 1	Poison Pinch	Phys.		
Evasion		10	120	10	Smash Hit	Phys.		
@ Accuracy		11	122	-	_	-		
	Affinities/R	ecistano	00	-	_	-		
Phys.			-	_	-			
Water	100%		50%	-	_	-		
Light	100%	Dark	100%		_	-		
Ligit	10076	Dalk	10076		_	-		

Max Lv.	99	Growth Pattern Average			
Stamina	30	Stamina Recovery 3.6			
Movement Speed * * *					
Attack Sp	eed	* * *			

Attack speed			(× ×		-	7/0		
Ab	ilities	Lv. 1	Max Lv.		Gems			
Atta	ack	26	251	→ Fire → Storm → Light → Neut				
Def	ense	19	199	Tricks				
Mag Mag	. Attack	42	341	Lv.	Name	Effect		
Mag. Defense 24		228	i	Poison Pinch	Phys.			
Evasion		36	309	6	Pick-Me-Up	Supp.		
@ Accuracy		36	296	16	Slice 'n' Dice	Phys.		
				29	Petrifying Poke	Phys.		
Affinities/Resistances				48	Super Slash	Phys.		
Phys.	100%	Fire	150%	-	_	-		
Water	100%	Storm	50%	-	-	-		
Light	100%	Dark	100%	-	_	-		

174 DRONE BUMBLER



intack speed				-	*
ilities	Lv. I	Max Lv.	Gems		
ick	15	138	₩ Fii	re 📦 Storm 🤟 Light	Meutral
ense	-11	112		Tricks	
. Attack	51	219	Lv.	Name	Effect
Mag. Defense		127	- 1	Poison Pinch	Phys.
Evasion		187	7	Pick-Me-Up	Supp.
iiracy	24	198	14		Storm
			25	Ray of Light	Phys.
Affinities/Resistances				_	-
100%	Fire	150%	-	_	-
100%	Storm	50%	-	-	-
100%	Dark	100%	-	-	-
	ilities ack ense g. Attack g. Defense uracy Affinities/R 100%	ilities Lv. I sck I5 ense II s. Attack 51 s. Defense I7 sion 34 uracy 24 Affinities/Resistance 100% Fire 100% Storm	litites Lv. 1 Max Lv. tck 15 138 ense 11 112 , Attack 51 219 ; Belense 17 127 spion 34 187 uracy 24 198 Hiffinites/Resistances 100% fire 150% 100% Storm 50%	Hax Lv. Hax Lv.	lities Lv. I Max Lv. Gems ckck 15 138 Fire Storm € Light ense 11 112 Tricks , Attack 51 219 Lv. Name 10 187 127 Poison Pinch sion 34 187 7 Pick-Me-Up uracy 24 198 14 Whirligig 100% Fire 150% — — 100% Storm 50% —

S	OLI	DIE	RE	BU	ME	BLER	A CONTRACTOR OF THE PARTY OF TH
٧.	99	Grow	th Pa	itter	n	Average	350
na	30	Stam	tamina Recovery			3.6	7377
nen	Spee	d	*	*	*	*	Ma
(Sp	eed		*	*	*		-

tack	Speed	7	* * *			9%
Abi	lities	Lv. 1	Max Lv.		Gems	
A tta	ıck	26	251	₩Fi	re 🍅 Storm 🥑 Light 🛚	Neutral
Defe	ense	19	199		Tricks	
Mag	. Attack	42	341	Lv.	Name	Effect
Mag	. Defense	24	228	i	Poison Pinch	Phys.
Eva	sion	36	309	6	Pick-Me-Up	Supp.
		36	296	16	Slice 'n' Dice	Phys.
	Accuracy			29	Petrifying Poke	Phys.
Affinities/Resistances			es	48	Super Slash	Phys.
hys.	100%	Fire	150%	-	_	-
ater	100%	Storm	50%	-	-	-
		0 1	1000/			-

176 QUEEN BUMBLER

Max Lv.	99	Growth Pattern Average
Stamina	30	Stamina Recovery 3.6
Movemen	t Spee	d * * * *
Attack Sp	eed	* * *

Water 100% Storm 50%

Light 100% Dark 100%

Stamina	30	Stamina Recovery			3.	6		D)
Movemen	d	*	* *	*		SE	y	
Attack Speed ★ ★ ★								> -
Abilities Lv. 1 Max Lv.						Gems		
Attack 25 210					Fire	Storm 🍅 N	eutral	
Defen	ise	20)	97	Tricks			
Mag.	Attack	41	3	329	Lv.		Name	Effect
Mag.	Defense	25	5 2	230	1	Po	oison Pinch	Phys.
Evasi	on	36	5 3	307	6	Pi	ick-Me-Up	Supp
@ Accuracy		36	5 5	280	18	P	lay of Life	Heal
S'ACCUTAC)					32	L	ight Relief	Heal
Affinities/Resistances					49	Se	cond Wind	Heal
Phys.	100%	Fire	1.	50%	-		-	-



No. 177-180

Vermes

Star Mon Atta

Shields	Patches	Patches
Miracle Move	Sporestorm	
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances

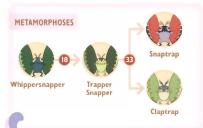
▲ Poison O Unconciousness

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot When it metamorphoses into a trapper snapper.

Unlock Slot 2 When it metamorphoses into a trapper snapper and reaches level 25.

Unlock When its familiarity becomes 5. Slot



177 WHIPPERSNAPPER

7 V	/HI	PPERSNAP	PER	m	
x Lv.	32	Growth Pattern	Early	73	
mina	30	Stamina Recovery	1.6	1 hus	
vemen	t Spee	ed * * *		Simon	
ack Sp	eed	* *		13%	

Abi	lities	Lv. I	Max Lv.	Gems		
Atta	ick	7	59	₩ Light № Neutral		
Defe	ense	15	125	Tricks		
Mag Mag	. Attack	9	96	Lv.	Name	Effect
Mag	Defense	9	77	1	Bracer	Supp.
Eva		6	58	6	Razzle Dazzle	Supp.
@ Acci	itaca	7	59	13	Whirligig	Storm
				-	-	-
A	ffinities/F	lesistano	es	-	_	_
Phys.	100%	Fire	150%	-	_	-
Water	100%	Storm	100%	-	-	1 -
Light	100%	Dark	100%	-	-	-

179 SNAPTRAP



Ab	lities	Lv. I	Max Lv.		Gems	
Atta	ack	23	226		🏓 Light 🐞 Phys. 🏓 Ne	utral
Def	ense	43	369		Tricks	
Mag	. Attack	30	276	Lv.	Name	Effect
S Mag	. Defense	31	266	- 1	Bracer	Supp.
Eva	sion	23	222	8	Roly-Poly	Phys.
@ Acc	iracv	22	207	19	Phantom Fangs	Phys.
				28	Heat Ray	Fire
1	Affinities/R	esistano	62	34	Rise and Shine	Heal
Phys.	100%	Fire	150%	51	Flame Fan	Fire
Water	100%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	_	-

178 TRAPPER SNAPPER

Max Lv.	55	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movemen	t Spee	d * * *	
Attack Sp	eed	* *	



ittuck	specu					
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ick	15	116	N	🎒 Light 🐞 Phys. 🏓 N	eutral
👽 Def	ense	31	201		Tricks	
Mag	. Attack	24	159	Lv.	Name	Effect
Mag	. Defense	21	151	1	Bracer	Supp.
Eva	sion	15	125	7	Roly-Poly	Phys.
@ Acc		15	116	15	Poison Pinch	Phys.
				26	Crosswind	Storm
F	Affinities/F	lesistano	.es	-	-	-
Phys.	100%	Fire	150%	-	_	_
Water	100%	Storm	100%	-1	-	_
Light	100%	Dark	100%	-	-	-

180 CLAPTRAP

Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movemen	t Spee	d * * *	
Attack Sp	eed	* *	



	-	-			-	Lineman
Abi	lities	Lv. I	Max Lv.	Gems		
🔪 Atta	ick	22	183		🧀 Light 🏓 Phys. 🏓 Ne	utral
😲 Defe	ense	43	361	Tricks		
Mag Mag	. Attack	30	280	Lv.	Name	Effect
Mag	. Defense	31	251	- 1	Bracer	Supp.
- Evasion		23	212	8	Roly-Poly	Phys.
@ Acci	ıracy	23	204	18	Sabotage	Supp.
				28	Healthy Glow	Heal
A	ffinities/F	esistano		36	Light Fantastic	Supp.
Phys.	100%	Fire	150%	50	Restorer Aurora	Heal
Water	100%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	-	-
				-		



Horns & Claws 9 Fangs Miracle Move Conflagration
P.D. Command Defend!

Ailment Vulnerabilities Ailment Resistances ▲ Poison Unconciousness

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 0 When sillymander reaches level 14 or metamorphoses into a slamander.

Unlock Slot 2

When it metamorphoses into a pyromander or a petramander and reaches level 42.

Unlock 8 Slot

When its familiarity becomes 5.



181 SILLYMANDER



Abi	lities	Lv. I	Max Lv.		Gems	
NAtta	ıck	9	86	Storm	ı 🧀 Light 🐞 Phys.	Neutral
💝 Defi	ense	12	120		Tricks	
Mag	. Attack	6	68	Lv.	Name	Effect
Mag	. Defense	16	167	1	Sabotage	Supp.
- Evasion		11	121	5	Fling Flame	Fire
@ Acc	uracy	9	86	14	14 Hellitosis	
A	ffinities/R	esistano	es	-		
Phys.	150%	Fire	100%			_
Water	100%	Storm	150%	-	_	-
Light	100%	Dark	100%	-	_	-

183 PYROMANDER

					-		55
ax Lv.	99	Grow	th Pa	tteri	n	Late	and C
amina	40	Stam	na R	ecove	ery	2.1	750
ovemen	t Spee	d	*	*	*	*	-01
tack Sp	eed		*	*	*		

Stamina	40	Stami	na	Recovery	2.		I		
Moveme	nt Spee	d	*	* *	*		5		
Attack !	Speed		*	* *			▽ –		
Abi	lities	Lv.	I	Max Lv.		Gems			
Atta	ck	10	6	275	Storm 🟓 Light 🐞 Phys. 📦 Neutral				
CP Defe	nse	21	0	312		Tricks			
Mag Mag	, Attack	1.	4	275	Lv. Name Effect				
S Mag	Defense	2	В	392	- 1	Sabotage	Supp.		
Eva:	ion	2	2	348	6	Blunt	Supp.		
@ Accu	racy	L	6	275	18	Pyro Puff	Fire		
			_		29	Phantom Fangs	Phys.		
	ffinities		anc	es	36	Petrifying Poke	Phys.		
Phys.	100%	Fir	е	50%	52	Wallop	Phys.		
Water	150%	Stor	m	100%	_	-	T -		
Light	100%	Dar	k	100%	_	_	-		

182 SLAMANDER



						-
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ıck	15	114	Sto	orm 🧀 Light 🍅 Phys.	● Neutral
C Defe	ense	21	160		Tricks	
Mag Mag	. Attack	14	127	Lv.	Name	Effect
S Mag	Defense	31	214	-1	Sabotage	Supp.
E va	sion	23	172	7	Blunt	Supp.
@ Acc	iracy	15	114	16	Hot Huff	Fire
				26	Roly-Poly	Phys.
A	ffinities/R	esistanc	es	-	_	-
Phys.	100%	Fire	100%	-	_	-
Water	100%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	_	-

184 PETRAMANDER

Max Lv.	99	Grow	Late			
Stamina	40	Stam	2.1			
Movemen	t Spee	d	*	*	*	*
Attack Sp	eed		*	*	*	

Movement Speed	7	* * *	*		7
Attack Speed	7	* * *		-	>> 4%
Abilities	Lv. I	Max Lv.		Gems	
Attack	15	257	¥	🕽 Storm 🍅 Phys. া N	eutral
Defense	20	319		Tricks	
Mag. Attack	15	271	Lv.	Name	Effect
Mag. Defense	28	401	-1	Sabotage	Supp.
- Evasion	22	345	6	Blunt	Supp.
@ Accuracy	16	276	19	Petrifying Puff	Supp.
necuracy			27	Crosswind	Storm

Ma May - Eva **⊘** Acc Affinities/Resistances Phys. Earsplitter Phys. 150% Fire 52 Twister Storm Storm 50% Water 50% Light 100% Dark 100%





COMMAND SLOT UNLOCK CONDITIONS

chloroboros.



Unlock

Slot

When an oroboros reaches level 10.

Unlock 2 Slot

Oroboros

3

When it metamorphoses into a When its familiarity becomes 5.





185 OROBOROS

Max Lv.	45	Growth Pattern	Early
Stamina	25	Stamina Recovery	1.8
Movemen	t Spee	ed * *	
Attack Sp	eed	* * *	

Ab	ilities	Lv. I	Max Lv.	Gems			
Atta	ick	6	70	Fire 🟓 Light 📦 Neutral			
😲 Def	ense	6	70	Tricks			
Mag	. Attack	9	124	Lv.	Name	Effect	
Mag	. Defense	9	105	I Pick-Me-Up		Supp.	
Eva		11	138	5 Sand Blast		Supp.	
@ Arr	З Ассигасу		83	13	Body Blast	Phys.	
				-	-	-	
1	Affinities/P	lesistano	29	_	-	-	
Phys.	100%	Fire	100%	-	_	-	
Water	150%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

186 CHLOROBOROS

Max Lv.	68	Growth Pattern	Early
Stamina	30	Stamina Recovery	2.3
Movemen	Spee	d 🖈 🖈 🖠	7
Attack Sp	eed	* * 1	r
Abilio	ioc	lu I May lu	



187 OBSCUROBOROS

Max Lv.	99	Grow	th Pa	atter	n	Average
Stamina	35	Stamina Recovery				2.9
Movemen	t Spee	d	*	*	*	*
Attack Sp	eed		*	*	*	

Abi	lities	Lv. I	Max Lv.		Gems	
		LV. I				
Atta Atta	ick	24	239	₩ Fi	re 🕬 Water 📦 Storm 🏾	Neutra
😲 Defi	ense	21	237		Tricks	
Mag Mag	. Attack	35	293	Lv.	Name	Effect
S Mag	. Defense	31	280	- 1	Pick-Me-Up	Supp.
Eva	sion	38	319	6	Hellitosis	Supp.
@ Accuracy		28	260	18	Petrifying Puff	Supp.
				27	Demon's Fury	Dark
A	iffinities/R	esistano	es	37	Darkness Beckons	Dark
Phys.	100%	Fire	100%	46	Black Blast	Dark
Water	100%	Storm	100%	-	-	-
Light	150%	Dark	50%	-	-	-

188 FLUOROBOROS

Max Lv.	99	Grow	th Pa	itter	n	Average
Stamina	35	Stamina Recovery				2.9
Movemen	t Spee	d	*	*	*	*
Attack Speed			*	*	*	

Attack	Speed	7	* * *			€ 12.5 5		
Abi	lities	Lv. 1	Max Lv.		Gems			
Atta	ıck	24	218	➡Fire ➡Storm ➡Neutral				
😯 Defi	ense	20	195		Tricks			
Mag Mag	. Attack	36	317	Lv.	Name	Effect		
Mag	. Defense	31	265	- 1	Pick-Me-Up	Supp.		
Eva		38	318	6	6 Hellitosis Su			
Acc Acc		28	241	17	Healthy Glow	Heal		
				26	Upsy-Daisy	Heal		
Affinities/Resistances		38	Twinkle Twinkle	Light				
Phys.	100%	Fire	100%	50	Lease of Life	Heal		
Water	100%	Storm	100%	-	-	-		
Light	50%	Dark	150%	-	_	-		



Miracle Move Inner Strength

P.D. Command Psyche Up! Ailment Vulnerabilities Ailment Resistances ▲ Poison Unconciousness

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot

When it metamorphoses into a wincy.

Unlock Slot

When it metamorphoses into a wincy and reaches level 35, or metamorphoses into a web master or a weaver diva-

Unlock 0 Slot

When its familiarity becomes 5.



189 INCY



ittack	speed	,	(× ×			13/0
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ıck	12	131	→ Fire → Light → Neutral		
Defi	ense	10	109		Tricks	
Mag	. Attack	6	80	Lv.	Name	Effect
Mag	. Defense	10	119	-1	Roly-Poly	Phys.
Eva		6	76	5	Sand Blast	Supp.
	uracy	6	68	13	13 Pebble Pelt P	
				-	-	-
A	ffinities/F	lesistano	es	-	-	-
Phys.	100%	Fire	150%	-	_	-
Water	100%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	-	-
		-		-		

Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.05
Movement	Spee	d * * *	r
Attack Sp	eed	* * *	r

Abi	lities	Lv. 1	Max Lv.		Gems		
N Atta	ick	34	293		Fire Water Neutral		
😲 Def	ense	33	288		Tricks		
Mag Mag	g. Attack	22	227	Lv.	Name	Effect	
S Mag	. Defense	37	310	- 1	Roly-Poly	Phys.	
- Eva	sion	23	221	6	Tricksy Nixy Su		
(a) Arm	@ Accuracy		205	17	Slow Poke	Supp.	
				26	Maddening Melody	Supp.	
P	ffinities/R	lesistano		33 Stalagmitts P		Phys.	
Phys.	100%	Fire	100%	45	Wind Tunnel	Storm	
Water	100%	Storm	100%	-	-	-	
Light	100%	Dark	100%	_	-	-	

190 WINCY



Movem	ent Speed	7	* * *		7	d
Attack	Speed	7	* * *			910.4%
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ick	27	171	Fir	e 🕬Water 🤟 Light	Neutral
Defi	ense	23	159		Tricks	,
Mag Mag	. Attack	29	100	Lv.	Name	Effect
S Mag	. Defense	33	173	1	Roly-Poly	Phys.
Eva	sion	26	113	7 Tricksy Nixy Sup		Supp.
@ Acc	uracy	13	103	14	See Sense	Heal
	Affinities/R			23	Bubble Bath	Water
				-	_	-
Phys.	100%	Fire	150%	-	-	-
Water	100%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	_	_

191 WEB MASTER **192 WEAVER DIVA**

Max Lv.	99	Growth	Pattern	Average
Stamina	40	Stamina	2.05	
Movemen	t Spee	d	* * *	
Attack Sp	eed		* * *	
Abilit	ies	Lv. 1	Max Lv.	
Attack	(34	293	•
		22	200	



	Lv. I								
	LV. I	Max Lv.	Gems						
	34	293	Fire Water Neutral						
	33	288	Tricks						
ck	22	227	Lv.	Name	Effect				
nse	36	290	-1	Roly-Poly	Phys.				
	23	221	6	Tricksy Nixy	Supp.				
	21	224	18	Healing Rain	Heal				
				0 , 0	Light				
			36	Lease of Life	Heal				
0%	Fire	100%	50	Wallop	Phys.				
0%	Storm	100%	-						
0%	Dark	100%	-	-	-				
	ies/R D%	33 22 ense 36 23 21 eises/Resistance Fire % Storm	33 288 ck 22 227 ense 36 290 23 221 21 224 ies/Resistances 0% Fire 100% 5torm 100%	33 288 Lck 22 227 Lv. ense 36 290 1 23 221 6 21 224 18 28 28 28 28 28 26 50 50 50 50 50 50 50 50 50 50 50 50 50	33 288 Tricks				



Cloaks	Patches
liracle Move	Rosy Glow
P.D. Command	Evade!
Ailment Vuln	erabilities Ailment Resistances
<u> </u>	▲ Nix
O Curse	Y_
COMMAND	SLOT UNLOCK CONDITIONS
	SLOT UNLOCK CONDITIONS When it metamorphoses into a sea naiad.
• COMMAND	When it metamorphoses into a sea

Naiad

METAMORPHOSES

Max Lv.	42	-		Pattern	Ear	ly
Stamina	25	Stam	ina	Recovery	1.8	3
Moveme		d	7	* * *		
Attack !	peed		7	* * *		
Abi	lities	L	. 1	Max Lv.		
Atta	ck		5	50		Light
CP Defe	nse		6	63		
Mag.	Attack	1	8	185	Lv.	
€ Mag	Defense	. 1	3	146	-1	He
Evas		9	95	1	S	
@ Accu	racy		11	114	15	
A	fanities	/Resis	esistances			
Phys.	100%	-	re	100%	-	
Water	100%	-	rm	100%		
Light	100%	Da	rk	100%	-	
1 95 l				OTTED Pattern	NAI Aver	
Stamina		stamina Recovery				
Jeanning	35	Stan	nina	Recovery	2.9	9
Moveme	-		nina	Recovery	2.9	9 ,
	nt Spee		nina	Recovery	2.9	9 .
Moveme Attack	nt Spee	ed	nina v. 1	Recovery * * * Max Lv.	2.9	9
Moveme Attack	nt Spee Speed lities	ed L	7	* * *	2.9	DLight
Moveme Attack Abi	ont Speed Speed lities ck	L	, i	* ★ ★ * ★ ★	2.9	-

Mag. Attack

Mag. Defense

Evasion

Accuracy

Lesser Spotted

Greater Naiad

56 387

44 345

32 273

32 270 28

Affinities/Resistances

Phys. 100% Fire 100%

Water 100% Storm 100% Light 100% Dark 100%

193 LAGOON NAIAD

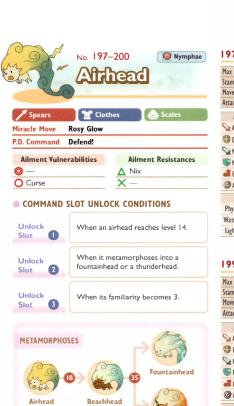
de
3
6.4%
eutral
Effect
Heal
Heal
Supp.
Heal
-
-
-
-

196 GREATER NAIAD

198 BEACHHEAD

194 SEA NAIAD

E>	Max Lv.	99	Growth	Pattern	Ave	rage & S	
	Stamina	35	Stamina	Recovery	2.	9 9	(
well !	Moveme	nt Speed	7	* * *			7
4%	Attack !	speed	7	* * *	*	2	> -
	Abi	lities	Lv. I	Max Lv.		Gems	
al	Atta	ck	18	170		🏓 Light 🐞 Phys. 📦 Ne	utral
	CP Defe	nse	22	193		Tricks	
Effect	Mag.	Attack	56	380	Lv.	Name	Effect
Heal	Mag.	Defense	43	335	- 1	Healing Tear	Heal
Heal	Evas		32	269	7	Rise and Shine	Heal
Heal	@ Accu		32	259	18	Upsy-Daisy	Heal
upp.					26	Rock-a-Bye Baby	Supp.
Heal		ffinities/I	Resistano		34	Twinkle Twinkle	Light
Heal	Phys.	100%	Fire	100%	52	Aurora Curealis	Heal
-	Water	100%	Storm	100%	_	-	-
_	Light	100%	Dark	100%	-	-	-





Eva	noic	8	115	/	vvniriigig	Storm	Eva	ion	19	159	8
@ Acc	uracy	7	95	16	Healing Tear	Heal	@ Acci	ігасу	16	134	1
1	Affinities/	Resistanc	29						Resistanc	es	2
Phys.	100%	Fire	100%			+=	Phys.	100%	Fire	100%	-
Water	100%	Storm	50%			+	Water	100%	Storm	50%	170,000
Light	100%	Dark	100%	-	_	-	Light	100%	Dark	100%	-
199	FOUN	ITAII	NHEA	D			200	THUI	NDEF	RHEA	D
Max Lv	. 99	Growth	Pattern	Ear	ly T		Max Lv	. 99	Growth	Pattern	E
Stamin	a 40	Stamina	Recovery	2.	1 60	_	Stamina	40	Stamina	Recovery	
Movem	ent Speed	1 1	* * *	*	- WY	2	Moveme	ent Spee	d	* * *	7
Attack	Speed	7	* * *		-	9%	Attack	Speed	7	* * *	•
Ab	ilities	Lv. I	Max Lv.		Gems		Ab	lities	Lv. I	Max Lv.	
Att	ack	34	219	Fir	re 🏓 Light 🍅 Dark 👈 Phys	i. 🍽 Neutral	N Atta	ick	30	209	
CP Def	ense	30	190		Tricks		CP Def	ense	27	181	Т
May	g. Attack	59	326	Lv.	Name	Effect	Mag	. Attack	52	315	L
€ Hay	g. Defense	48	207	- 1	Thunderspark	Storm	™ Mag	. Defense	55	205	
Eva	sion	42	202	8	Enlighten	Supp.	Eva	sion	45	197	8
@ Acc	uracy	29	173	17	Thunderbolt	Storm	@ Acc	uracy	29	167	2
	Affinities/	Rocictano	205	29	Waterspout	Water			Resistano	rac	
Phys.		Fire	100%	36	Polar Puff	Water	Phys.			100%	3
Water	100%	Storm	50%	49	Geyser	Water	Water	100%	10000	50%	5
Light	100%	Dark	100%	-		<u> </u>		100%		100%	
FIRIT	100/6	Dark	100/6				Light	100%	Dark	100/6	_

🖒 Phys. 🏓 Neutra

Tricks

Name Healing Tear

Rise and Shine

Light of Life

Shower Curtain

Light Relief

Second Wind

50





Thunderhead





Unlock Slot	Unlocked from the start.
Unlock Slot 2	When its familiarity becomes 3.

Unlock When its familiarity becomes 5. Slot



201 SEED SPRITE

20 I S	EEC	S	PR	RITE			4	A.	1
Max Lv.	52	Grow	rth	Pattern	Ea	rly	0 (0	X	7
Stamina	30	Stam	ina	Recovery	1.	.6	1	Z	
Movemen	t Spee	d	7	* * *	*		16	THE	
Attack Sp	eed		7	* * *				-(6%
Abilit	ies	Lv	. 1	Max Lv.			Gem		
Attack			5	56			Water 🍟	Neutra	1
Defen:	se	1	3	90			Trick	5	
Mag.	Attack	ı	6	185	Lv.		Name		Effect
Mag. I	Defense	. 1	0	121	1	Dro	owsy D	rops	Supp.
Evasio	n	ı	3	158	3		ater Bo		Water
@ Accur	асу	1	9	103	8	Н	ealing T	ear	Heal

		* * *	*	16/10				
Speed	7	* * *			6 %			
lities	Lv. I	Max Lv.		Gems				
ck	5	56	₩ Water № Neutral					
nse	8	90		Tricks				
. Attack	16	185	Lv.	Name	Effect			
Defense	10	121	-1	Drowsy Drops	Supp.			
ion	13	158	3	Water Bomb	Water			
	9	103	8	Healing Tear	Heal			
			-	-	-			
ttinities/K	esistano		-	_	-			
100%	Fire	150%	-	_	-			
100%	Storm	100%	-	-	-			
50%	Dark	100%	-	-	-			
	lities ck ck nse Attack Defense sion uracy ffinities/R 100%	tities Lv. I ck 5 8 Attack 16 Defense 10 Jauracy 9 ffinities/Resistance 100% Fire 100% Storm	titries Lv. I Max Lv. ck 5 56 nse 8 90 Attack 16 185 Defense 10 121 nion 13 158 Trincy 9 103 Tfinities/Resistances 100% Fire 150% Storm 100%	tities Lv. I Max Lv. ck 5 56 use 8 90 Attack 16 185 Lv. Defense 10 121 1 13 158 3 1007 ffinities/Resistances 100% fire 150% - 100% Storm 100% -	tities			

202 SPROUT SPRITE

Max Lv.	72	Grow	th	Pattern		Ear	ly	,	V.	^
Stamina	35	Stami	ina	Recovery		1.8	3		R	~
Movemen	t Spee	d	7	* * *	۲.	*			1	
Attack Sp	eed		1	* * *	+				1	V
Abilit	ies	Lv.	1	Max Lv.				(iems	-
Attack	(9	7	82			×	Water	r 🐞	N
Defen:	se	1.	5	125				1	ricks	
Mag. A	Attack	3	5	248		Lv.		Na	me	
Mag. I	Defense	4	8	171		1	Dr	ows	/ Dr	0
Fvasio	n	4	7	196		8	В	ubbl	e Ba	ιtl

Moveme	ent Speed	*	* * *	*				
Attack	Speed	7	* * *		1-11	4.8%		
Abi	lities	Lv. I	Max Lv.		Gems			
Atta	ick	9	82	₩ Water № Neutral				
To Defe	ense	15	125		Tricks			
Mag Mag	. Attack	35	248	Lv.	Name	Effect		
Mag	. Defense	48	171	I Drowsy Drops Sup				
Eva		47	196	8	Bubble Bath	Water		
@ Acci	ıracv	21	123	16	Razzle Dazzle	Supp.		
	ffinities/R			28	Healing Rain	Heal		
				-	-	-		
Phys.	100%	Fire	150%	-	-	-		
Water	100%	Storm	100%	-	-	-		
Light	50%	Dark	100%					

203 SWEETPEA SPRITE

				_
Max Lv.	99	Growth Pattern	Average	~
Stamina	40	Stamina Recovery	2.1	•
Movemen	t Spee	d * * *	* *	
Attack Sp	eed	* * *		
Abilit	ies	Lv. I Max Lv.		(

Abilities	Lv. I	Max Lv.	Gems		
Attack	17	163	₩ ater Neutral		
P Defense	26	221	Tricks		
Mag. Attac	k 49	372	Lv.	Name	Effect
Mag. Defen		289	- 1	Drowsy Drops	Supp.
Evasion	39	311	8	Bubble Bath	Water
@ Accuracy	25	221	20	Second Wind	Heal
- necuracy			27	Water Cannon	Water
Affinities/Resistances			34	Sharpener	Supp.
Phys. 1009	% Fire	150%	48	Restorer Aurora	Heal

204 SUGARPLUM SPRITE



ttack	Speed	1	* * *		A	> -			
Abi	lities	Lv. I	Max Lv.		Gems				
Atta	ick	17	163		₩ Water № Neutral				
Defe	ense	27	243		Tricks				
Mag	. Attack	48	351	Lv.	Name	Effect			
Mag	. Defense	34	289	I	Drowsy Drops	Supp.			
Eva		39	311	8	Bubble Bath	Water			
		25	221	19	Snowblower	Water			
- recurred				30	Shower Curtain	Supp.			
Affinities/Resistances		37	Polar Puff	Water					
Phys.	100%	Fire	150%	48	Aurora Curealis	Heal			
Water	100%	Storm	100%			1			



Miracle Move	Groundswell	
P.D. Command	Evade!	
Ailment Vuln	nerabilities	Ailment Resistances
Ailment Vuln	nerabilities	Ailment Resistances Nix

COMMAND 3	FOI OWFOCK COMPLIIONS
Unlock Slot	When it metamorphoses into a tokotoko.

Unlock

Slot

When its familiarity becomes 3.

Unlock When its familiarity becomes 5. Slot



205 TOKO

Water 100% Storm 100% Light 50% Dark 100%



Ab	ilities	Lv. I	Max Lv.	Gems			
Atta	ick	27	58		🟓 Light 🟓 Neutral		
TDef	ense	27	58		Tricks		
Mag	g. Attack	46	104	Lv.	Name	Effect	
	. Defense	47	164	I	Razzle Dazzle	Supp.	
Eva		68	211	2	Blunt	Supp.	
⊘ Aco		24	59	3	Healing Tear	Heal	
				4	Rolling Stone	Phys.	
,	Affinities/R	esistanc	es	5	Parp	Neutral	
Phys.	100%	Fire	100%	-	_	-	
Water	100%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	
				-			



Attack	Speed	7	* * *			1 %		
Abi	lities	Lv. I	Max Lv.		Gems			
Atta	ick	67	120	₩ F	Fire Dark Phys. Neutra			
CP Defe	ense	70	126		Tricks			
Mag Mag	. Attack	185	290	Lv.	Name	Effect		
Mag	. Defense	329	433	- 1	Razzle Dazzle	Supp.		
Fva:	sion	596	770	1	Rock-a-Bye Baby	Supp.		
@ Acci	Iracu	77	129	2	Snowblower	Water		
				3	Rolling Stone	Phys.		
A	ffinities/I	lesistano	es	4	Healing Rain	Heal		
Phys.	100%	Fire	100%	5	Tricksy Nixy	Supp.		
Water	100%	Storm	100%	6	Healthy Glow	Heal		
Light	50%	Dark	150%	7	Gevser	Water		

206 TOKOTOKO

Light 50% Dark 100%



Moveme	ent Speed	7	* * *	*	*	1	
Attack Speed ★ ★ ★				- 71	€ 1.6%		
Abi	lities	Lv. 1	Max Lv.		Gems		
Atta	ick	52	90		🧀 Light 🏓 Phys. 🏓 Ne	utral	
CP Defe	ense	52	89		Tricks		
Mag	. Attack	116	189	Lv.	Name	Effect	
Mag	. Defense	221	295	-1	Razzle Dazzle	Supp.	
Eva	sion	321	440	2	Rock-a-Bye Baby	Supp.	
@ Acci	ITACV	58	93	3	Splish Slash	Water	
				4	Sabotage	Supp.	
	ffinities/F	lesistano		5	Slow Poke	Supp.	
Phys.	100%	Fire	100%	6	Stalagmitts	Phys.	
Water	100%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

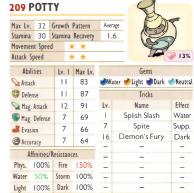
208 DOCOTOKO





Attack	Speed	7	* * *			7 –		
Abi	lities	Lv. I	Max Lv.		Gems			
Atta	ck	70	127	₩)F	ire 🏓 Dark 🟓 Phys. 🤘	Neutral		
Defe	ense	70	126		Tricks			
Mag Mag	. Attack	185	290	Lv.	Name	Effect		
Mag	. Defense	320	420	1	Razzle Dazzle	Supp.		
Eva:		596	770	I	Rock-a-Bye Baby	Supp.		
@ Acci	iracv	77	129	2	Upsy-Daisy	Heal		
				3	Sabotage	Supp.		
	ffinities/F			4	Pick-Me-Up	Supp.		
Phys.	100%	Fire	100%	5	Hocus Focus	Supp.		
Water	100%	Storm	100%	6	Hellitosis	Supp.		
Light	150%	Dark	50%	7	Light Fantastic	Supp.		





211 CRACKPOT

Movement Speed

Attack Speed Abilities

Attack

Defense

Evasion

Accuracy

Mag. Attack

Mag. Defense

Phys. 100%

Max Lv. 99 Growth Pattern

Stamina 40 Stamina Recovery

Lv. I Max Lv.

297

221

10

18

27

35

30 260

33 289 Lv.

23 238

23

24 225

Fire 100% 46

Affinities/Resistances

Water 100% Storm 100%

Light 100% Dark 100%

Gems

Water Dark Neutral

Tricks

Effect

Water

Water

Phys

Supp.

Dark

Dark

Mag. Attack

Mag. Defense

Evasion

Accuracy

Phys. 100%

33 289 Lv.

25

23 221

23 204

Fire 100%

Affinities/Resistances

Water 100% Storm 100% Light 100% Dark 100%

259

10

20

28

36

Name

Splish Slash

Waterspout

See Stars

Pick-Me-Up

Leech

Black Blast



Name

Splish Slash

Waterspout

Spire of Fire

Hocus Focus

Firewall

Water Cannon

Effect

Water

Water

Fire

Supp.

Fire

Water

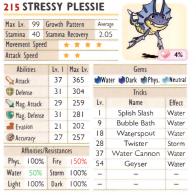
210 JACKPOTTY

Max Lv. 56 Growth Pattern











Plessie

Blessy Plessie





P.D. Command Defend! Ailment Vulnerabilities Ailment Resistances ▲ Unconciousness

COMMAND SLOT UNLOCK CONDITIONS

Unlock 0 Slot

When a naja reaches level 18.

Unlock Slot

When it metamorphoses into a najalisk and reaches level 28.

Unlock 8 Slot

When its familiarity becomes 3.



217 NAJA

Attack

Defense

Mag. Attack

S Mag. Defense

Affinities/Resistances

Phys. 100% Fire 100% Water 100% Storm

Light 100% Dark 100%

Max Lv. 99 Growth Pattern

Stamina 40 Stamina Recovery

Lv. I Max Lv.

248

272 Lv.

39 343

27

21 223

27 264

34 307 27

Affinities/Resistances

Phys. 100% Fire 100%

Water 100% Storm 150%

Light 100% Dark 100%

219 MAHANAJA

Movement Speed

Attack Speed Abilities

Attack

Defense

Evasion

@ Accuracy

Mag. Attack Mag. Defense 150%

Evasion

@ Accuracy

Max Lv.	36	Grow	th	Pattern	Average
Stamina	30	Stamina Recovery			1.6
Movemen	t Spee	d	7	* * *	
Attack Sp	eed		4	* * *	*
Abili	ties	Lv.	1	Max Lv.	



2.1

8

16

35

50

Gems Fire Water Neutral

Tricks

Name

Hellitosis

Petrifying Puff

Snowball

Snowblower

Soulshield

Dropsicle

Effect

Supp.

Supp.

Water

Water

Supp.

Water

CA CO	5
T	
2	3%
C	

220 NAJAPATRA

Water 100% Storm

218 NAJALISK

Movement Speed

Abilities

Attack Speed

Attack

To Defense

Mag. Attack

S Mag. Defense

Evasion

Accuracy

Max Lv. 60 Growth Pattern Average Stamina 35 Stamina Recovery 1.8

Lv. 1 Max Lv.

26 200

16 139

19 149

14 111

18 139

24

Affinities/Resistances

Phys. 100% Fire 100%

Light 100% Dark 100%

180

150%

26





10.4%

Effect

Supp.

Supp.

Water

Storm

Gems

🐞 Fire 🍅 Water 🤟 Light 🐞 Neutral

Tricks

Name

Hellitosis

Petrifying Puff

Splish Slash

Crosswind

	ent Speed	,	* * *					
Attack	Speed	,	* * *	*		<i>€</i> 6.5%		
Abi	lities	Lv. I	Max Lv.		Gems			
Atta	ck	39	350		Fire Water Neu	ıtral		
SP Defe	ense	25	270		Tricks			
Mag Mag	. Attack	25	241	Lv.	Name	Effect		
S Mag	. Defense	20	181	1	Hellitosis	Supp.		
Eva:	tion	27	247	8	Petrifying Puff	Supp.		
@ Acci		35	314	18	Wind Tunnel	Storm		
				27	Pick-Me-Up	Supp.		
A	ffinities/F	lesistano		36	Maddening Melody	Supp.		
Phys.	100%	Fire	100%	52	Twister	Storm		
Water	100%	Storm	50%	_	-	-		
Light	100%	Dark	100%	-	-	-		



Horns & Claws T Clothes Miracle Move Inner Strength P.D. Command Evade!

Ailment Vulnerabilities Ailment Resistances ▲ Unconciousness O Poison

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 0

When a teeny bopper reaches level 10.

Unlock 2 Slot

When it metamorphoses into a duckbilled bopper or a unibopper.

Unlock Slot

When its familiarity becomes 3.



221 TEENY BOPPER

Max Lv. 99 Growth Pattern

Movement Speed





Citi	ine speed			_	13-11			
ck	Speed	7	* * *	*	- BB) 13%		
Abi	lities	Łv. I	Max Lv.		Gems			
Atta	ıck	6	61	₩Fi	→ Fire → Storm → Light → Neutral			
Def	ense	6	58		Tricks			
Mag. Attack		8	59	Lv.	Name	Effect		
Mag	. Defense	5	36	- 1	Sand Blast	Supp.		
Eva	sion	11	81	6	See Stars	Phys.		
Acc	uracy	14	101	16	Thunderspark	Storm		
	Affinities/F	lesistano	es	-	_			
ys.	100%	Fire	100%	_	_	-		
ter	100%	Storm	150%	-	_	-		
ht	100%	Dark	100%	-	-	-		



Attack	Speed					0.3%	
Abi	lities	Lv. 1	Max Lv.	Gems			
Atta	ick	29	282	➡Fire ➡Storm ➡Neutral			
CP Def	ense	23	247		Tricks		
Mag Mag	. Attack	25	251	Lv.	Name	Effect	
Mag. Defense		18	203	- 1	Sand Blast	Supp.	
- Eva	sion	34	325	7	Blunt	Supp.	
@ Acc	uracy	39	364	17	Crosswind	Storm	
				28	Maddening Melody	Supp.	
1	Affinities/F	lesistano	es	36	Wind Tunnel	Storm	
Phys.	100%	Fire	100%	52	Twister	Storm	
Water	100%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

222 BIG BOPPER





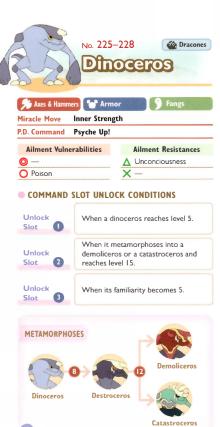
HILLACK	speed					10.470		
Abi	lities	Łv. I	Max Lv.		Gems			
Atta	ıck	17	125	Fir	●Fire ●Storm ●Light ●Neutr			
TDef	ense	14	107		Tricks			
Mag	. Attack	16	111	Lv.	Name	Effect		
Mag. Defense		10	81	1	Sand Blast	Supp.		
Eva		22	142	8	Blunt	Supp.		
		25	155	17	Hellitosis	Supp.		
				29	Petrifying Puff	Supp.		
- 1	Affinities/F	lesistano	es	-	-	-		
Phys.	100%	Fire	100%	-	_	-		
Water	100%	Storm	150%	-	_	-		
Light	100%	Dark	100%	-	-	-		

224 UNIBOPPER





Attack	Speed	7	* * *	*	.C.F	≫ −
Abi	lities	Lv. 1	Max Lv.		Gems	
Attack 30 302			302	Fir	e 🕬Water 🐞Storm	Neutral
Defe	ense	25	266		Tricks	
Mag	. Attack	25	251	Lv.	Name	Effect
S Mag	. Defense	17	184	- [Sand Blast	Supp.
Eva:	sion	34	325	7	Blunt	Supp.
Acci Acc	ILION	38	346	18	Belly Buster	Phys.
				26	Evil Embrace	Supp.
A	ffinities/F	lesistano		34	III Wind	Dark
Phys.	100%	Fire	150%	53	Final Curtain	Dark
Water	50%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	-	-





Early

Gems

⊌Fire ⊌Light 📦 Neutral

Tricks

Name

Rolling Stone

Earsplitter

Slash 'n' Burn

Yoo-Hoo

Spire of Fire

Haymaker

Effect

Phys.

Phys.

Fire

Supp.

Fire

Phys.

227 DEMOLICEROS

Max Lv. 28 Growth Pattern

Lv. I Max Lv.

188

12

213 431

158 345

39 138

56

57 185

64 214

Fire

Affinities/Resistances

Water 150% Storm 100%

Light 100% Dark 100%

Stamina 40 Stamina Recovery

Movement Speed

Attack Speed Abilities

Attack

Defense

Mag. Attack

Evasion

Accuracy

Phys. 100%

Mag. Defense



226 DESTROCEROS

Movement Speed

Abilities

Attack Speed

Attack

Defense

Mag. Attack

Mag. Defense

Evasion

Accuracy

Max Lv. 20 Growth Pattern Early

Stamina 35 Stamina Recovery 1.65

144 300

108 230

30 103

39

40 136

40

Affinities/Resistances

Phys. 100% Fire 100%

Water 100% Storm 100%

220 CRANDSIIN

Lv. I Max Lv.

129

136

10

⊌Fire ⊌Light ⊌Neutral

Tricks

Effect

Phys.

Phys.

Supp.

Phys.

_

Name

Rolling Stone

Earsplitter

Enlighten

Belly Buster





Water	150%	Storm	100%	_	_	-	
Light	100%	Dark	100%	-	-	-	
-				-			
221	MAVI	MAR	D SUI	M	Del.	1	
231	WAI	WAR	ט טטו	14	- NOT	0	
Max Lv.	99	Growth	Pattern	Avera	ge · O	35	
Stamina	40	Stamina	Recovery	2.1		28.	
Moveme	nt Speed	7	* * *		- 3	ar a	
Attack S	peed	7	*		_ '/'	6.5%	
ALC	ities	Lv. I	Max Lv.		C		
_				Gems			
Atta	ck	32	287	Storm Phys. Neutral			
CP Defe	nse	30	280	-	Tricks		
Mag.	Attack	39	324	Lv.	Name	Effect	
Mag. Defense		31	282	1	Hot Huff	Fire	
Evasion		30	272	10	Spire of Fire	Fire	
Accuracy		21	211	22	Mighty Light	Light	
ACCU	racy	1 21	411	29	Blunt	Supp.	

39

54

Light Fantastic

Aurora Curealis

Supp.

Heal

KAI	AD20	_	2 1		3		
46	Growth	Pattern	Aven	age	The		Ed.
Stamina 35 Stamina Recovery			1.3	8	2		
Movement Speed * * *					1	WAN.	الأنع
Attack Speed 🛨 🛨					1	/~	10.4%
Abilities Lv. I Max Lv.					Ge	ms	
ck	21	130	Storm Blight Phys. Neutr			. 🟓 Neutral	
Defense 21 128			Tricks				
Attack	25	148	Lv.		Nam	е	Effect
Defense	23	130	- 1	ŀ	Hot H	luff	Fire
ion	19	123	16	Sp	ire o	f Fire	Fire
racy	13	92	28	C	rossv	wind	Storm
	D		-		_		1 -
			-		-		
	-		-		-		_
150%	Storm	100%	-		_		-
100%	Dark	100%	-		-		-
	46 35 nnt Speee peeed iities ck Attack Defense ion racy finitiess 100%	46 Growth 35 Stamina nt Speed y peed y ities Lv. 1 kk 21 Attack 25 Defense 23 non 19 aracy 13 finities/Resistant 100% Fire	35 Stamina Recovery nt Speed ★ ★ peed ★ ★ tities	46 Growth Pattern 35 Stamina Recovery 1. Int Speed * * * peed * * ities	46 Growth Pattern Average 35 Stamina Recovery 1.8 nt Speed * * * peed * * tities Lv. I Max Lv. 21 130 Storm Max Attack 25 148 Lv. Defense 23 130 I Lefense 23 130 I Speed 15 Speed 1	46 Growth Pattern Average 35 Stamina Recovery 1.8 tities Lv. 1 Max Lv. peed ★ ★ peed ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★ peed ★	46 Growth Pattern Average 35 Stamina Recovery 1.8 nt Speed ★ ★ peed ★ ★ ities Lv. I Max Lv. 21 130 Storm Light Phys. nse 21 128 Tricks Attack 25 148 Lv. Defense 23 130 I Hot Huff inion 19 123 16 Spire of Fire racy 13 92 28 Crosswind finities/Resistances — 100% Fire 50% — — 150% Storm 100% —

Stamina	40	Stamina	Recovery	2.		
Moveme	nt Spee	d 🔰	* * *		1890	7
Attack S	peed	7	* *		- Are	6.5%
Abilities Lv. 1 Max Lv.					Gems	
Atta	ck	33	293	1	🎒 Storm 🏓 Phys. 🏓 Ne	utral
Defe	nse	29	272	-	Tricks	
Mag.	Attack	37	290	Lv.	Name	Effect
Mag.	Defense	31	278	-1	Hot Huff	Fire
Evas	ion	30	260	10	Spire of Fire	Fire
@ Accu	racy	21	192	21	Heat Ray	Fire
				30	Hocus Focus	Supp.
		Resistanc		40	Belly Buster	Phys.
Phys.	100%	Fire	50%	54	Towering Inferno	Fire
Water	150%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	-	-

 \overline{z}

Phys. 100% Fire 150%

Light 100% Dark 100%

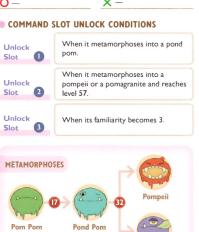
Storm 100%

50%

Water







Pond Pom

Pomagranite



235 POMPEII

Max Lv. 99 Growth Pattern

Stamina	40	-	a Recovery	2.1		Faxo	1
Movement Speed ★ ★			* * *		-	AM	41
Attack S		* * *	*		ئىد	6.5%	
Abilities Lv. 1 Max Lv.					Gems		
Atta	ck	29	269	- 1	● Wat	er 🤲 Light 🏓 🛭	Veutral
Defe	nse	26	236			Tricks	
Mag.	Attack	38	321	Lv.		Name	Effect
Mag.	Defense	32	299	-1		Hellitosis	Supp.
Evas	ion	21	203	7		Sabotage	Supp.
@ Accu	racy	34	303	18		oire of Fire	Fire
		-		26	В	ubble Bath	Water
	ffinities	-		34		Crosswind	Storm
Phys.	70%	Fire	50%	46 P		Pyro Puff	Fire
Water	150%	Storn	n 100%	-		-	-
Light	100%	Dark	100%	-		-	-





238 RED NAPPER

Max Lv. 80 Growth Pattern

Stamina 35 Stamina Recovery

Lv. I Max Lv.

287

9

17

27

١3 162

17 198

24 244

28

14 166

21 230

Affinities/Resistances

Phys. 150% Fire

Gems

Storm 🐞 Light 📦 Neutral

Tricks

Effect

Supp.

Heal

Supp

Heal

Name

Rock-a-Bye Baby

Healing Rain

Love-Struck

Upsy-Daisy

Movement Speed

Abilities

Attack Speed

Attack

Defense

Mag. Attack

Mag. Defense

Evasion

Accuracy



Red Napper

Siestar Fish

Kipper



Phys.	150%	rire	100%	-	_	_
Water	100%	Storm	50%	-	_	_
Light	100%	Dark	100%	-	-	-
						. 6
239	SWE	ET B	REAM			(8)
и .	-00	C	D		-000	1
Max Lv	. 99	Growth	Pattern	Early	5	21
Stamina	40	Stamina	Recovery	2.9	X. K	5
Moveme	ent Spee	d	* * *			-
Attack	Speed	7	* * *			6.5%
Ab	ilities	Lv. 1	Max Lv.		Gems	
Attack 19			142	Fire 1	🚵 Storm 🍅 Dark 🟓 Phys	. Meutral
P Defense 32 190				Tricks		
Mag. Attack		54	306	Lv.	Name	Effect

30

36

Light Relief

Healthy Glow

Geyser

S Mag. Defense

Evasion

76 363 8

22 143 18

42 240

> 150% 52

100% Storm Light 100% Dark 100%

Affinities/Resistances

Phys. 150% Fire

50%

-	-	Water	100%	Stori	
-	-	Light	100%	Dar	
	(P)	240 5	SIES	TAR	
5000	2	Max Lv.	99	Growt	
X. X	5	Stamina	40	Stami	
		Moveme	nt Spee	d	
	6.5%	Attack !	peed		
Gems		Abil	ities	Lv.	
🚵 Storm 🍅 Dark 📦 Phys.	Meutral	Atta	20		
Tricks		P Defe	31		
Name	Effect	Mag.	Attack	47	
ock-a-Bye Baby	Supp.	Mag.	Mag. Defense		
Healing Rain	Heal		Evasion .		
Bubble Bath	Water	@ Accu	@ Accumou		
				44	

Heal

Heal

Water

Water	100%	Storm	100%	-	-	_			
Light	100%	Dark	100%	-	-	-			
240 \$	SIES	ΓAR	FISH						
Max Lv.	99	Growth	Pattern	Ea	rly	9.4			
Stamina	40		Recovery	2.	9	and a			
Moveme		d	* * *		M.	500			
Attack S	peed	7	* * *			6.5%			
Abil	ities	Lv. I	Max Lv.		Gems				
Atta	ck	20	156	ii Fir	Fire Storm Dark Phys. Neutral				
Defe	nse	31	183		Tricks				
Mag.	Attack	47	271	Lv.	Name	Effect			
Mag.	Defense	75	333	- 1	Rock-a-Bye Baby	Supp.			
Evas	ion	22	137	8	Healing Rain	Heal			
@ Accu	racy	44	257	19	Shower Curtain	Supp.			
				28	Slow Poke	Supp.			
		Resistan		34	Mighty Light	Light			
Phys.	100%	Fire	100%	56	Aurora Curealis	Heal			
Water	100%	Storm	100%	-	-	-			
Light	100%	Dark	100%	_	-	-			



* Armor	Scale	es Medals
Miracle Move	Whirlwind	
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
<u> </u>		<u> </u>
0 –		X -
COMMAND Unlock Slot	When it n	netamorphoses into a c and reaches level 16.
Unlock Slot 2		netamorphoses into a hot- natic or a water balloonatic.

Slot 1	balloonatic and reaches level 16.
Unlock Slot 2	When it metamorphoses into a hotair balloonatic or a water balloonatic.
Unlock Slot 3	When its familiarity becomes 3.
METAMORPHOS Hullaballoon	20 Hot-Air Balloonatic

Water Balloonatic

241 HULLABALLOON



Moveme	ent Speed	7	* * *		W.	Sala
Attack	Speed	7	* * *			9 8%
Abi	lities	Lv. I	Max Lv.		Gems	
Atta	ick	14	65		🎒 Light 🏓 Phys. 📦 N	leutral
To Defe	ense	17	84		Tricks	
Mag Mag	. Attack	15	73	Lv.	Name	Effect
S Mag	. Defense	21	118	1	Gust Buster	Storn
Eva	sion	12	59	7	Blunt	Supp
⊘ Acci	uracy	9	43	15	Sling Stone	Phys
	ffinities/F	Resistano	es		_	+=
Phys.	100%	Fire	100%	_		-
Water	100%	Storm	50%	-	_	-
Light	100%	Dark	100%	-	-	-

242 BALLOONATIC





Attack	Speed	7	* * *	-	- 9) (6.4%		
	lities	Lv. I	Max Lv.		Gems			
Atta	ck	33	159		Light Phys. Neutral			
To Defe	ense	47	183		Tricks			
Mag Mag	. Attack	39	158	Lv.	Name	Effect		
S Mag	. Defense	80	252	- 1	Gust Buster	Storm		
- Eva	sion	32	140	8	Whirly Whirlies	Storm		
@ Acci		22	102	16	Body Blast	Phys.		
				25	Rockfall	Phys.		
A	ffinities/R	esistano	es	-	-	-		
Phys.	100%	Fire	100%	-				
Water	100%	Storm	50%					
Light	100%	Dark	100%					

243 HOT-AIR BALLOONATIC



HILLACK	speco		, , ,					
Abi	ilities	Lv. 1	Max Lv.	Gems				
Atta	ack	57	249	🍅 Light 🍅 Phys. 📦 Neutral				
Defe	ense	74	281	-	Tricks			
Mag	. Attack	62	246	Lv.	Name	Effect		
S Mag	. Defense	118	351	-1	Gust Buster	Storm		
Eva	sion	48	200	7	7 Whirly Whirlies			
		33	149	17	Heat Ray	Fire		
				23	Hocus Focus	Supp.		
	Affinities/R	lesistano		35	Towering Inferno	Fire		
Phys.	100%	Fire	50%	45	Ray Gun	Fire		
Water	100%	Storm	100%	-	/			
Light	100%	Dark	100%	-	-	-		

244 WATER BALLOONATIC



MILLALK	speed	,	(A A			_
Abi	ilities	Lv. 1	Max Lv.		Gems	
Atta	ick	53	230	Fir	e 🧀 Light 🍅 Dark 🍓 Phys.	. Meutra
CP Defe	ense	74	281		Tricks	
Se Mag	. Attack	58	225	Lv.	Name	Effect
■ Mag	. Defense	131	399	- 1	Gust Buster	Storm
Eva:		48	200	7	Whirly Whirlies	Storm
@ Acci		33	149	18	Snowblower	Water
				24	Bracer	Supp.
A	Affinities/	lesistano		30	Water Cannon	Water
Phys.	100%	Fire	100%	37	Geyser	Water
Water	50%	Storm	100%	-	-	-
Light	100%	Dark	100%	-	-	-
-				-		J



The state of the s		
Miracle Move	New Dawn	
P.D. Command	Evade!	
Ailment Vuln	erabilities	Ailment Resistances
<u>o</u> –		Δ —
0 –		X —
COMMAND	SLOT UNLO	CK CONDITIONS
Unlock Slot	When it numbralynx	netamorphoses into an c.
Unlock Slot 2	When its	familiarity becomes 3.

Jnlock Slot 3	When its familiarit	y becomes 5.
METAMORPHOS	ES	
		Astralynx
Auroralynx	Umbralynx	-
		Dualynx

245 AURORALYNX Max Lv. 32 Growth Pattern Early Stamina 30 Stamina Recovery 1.6 Movement Speed



ADI	liities	LV. I	max Lv.	Gems			
S Atta	ack	10	82		🏓 Light 🟓 Neutral		
Defe	ense	10	85		Tricks		
Mag	. Attack	13	114	Lv.	Name	Effect	
Mag	. Defense	13	115	-1	Purifying Pulse	Supp	
- Eva	sinn	13	115	6	Healing Tear	Heal	
@ Acc		13	109	18	Healing Rain	Heal	
				-	_	_	
A	Affinities/F	lesistano	es	-	-	-	
Phys.	100%	Fire	100%	-	_	-	
Water	100%	Storm	100%	_	_	-	
Light	50%	Dark	150%	-	_	-	

Max Lv.	50	Growth Pattern				Earl
Stamina	35	Stamina Recovery				1.8
Movemen	Spee	d	*	*	*	*
Attack Sp	eed		*	*	*	*
Abilia		1		Man		

246 UMBRALYNX



riccucii	spece					×			
Abi	lities	Lv. I	Max Lv.		Gems				
Atta	ick	24	140		Storm 😸 Light 🚵 Neutral				
CP Defe	ense	28	144		Tricks				
Mag	. Attack	42	193	Lv.	Name	Effect			
■ Mag	. Defense	49	190	- 1	Purifying Pulse	Supp.			
- Eva	sion	41	192	10	Healthy Glow	Heal			
@ Acci	iracy	36	164	16					
		-		27	Crosswind	Storm			
F	Affinities/P	lesistano	es	-	-	-			
Phys.	100%	Fire	100%	-	_	-			
Water	100%	Storm	100%	-	_	-			
Light	50%	Dark	150%	-	-	-			

247 ASTRALYNX

Max Lv.	70	Grow	Growth Pattern			
Stamina	40	Stami	na	Recovi	ery	2.1
Movemen	t Spee	d	*	*	*	*
Attack Sp	eed		*	*	*	*
Abilit	ties	Lv.	I	Max	Lv.	
D		2	_	100	`	.hr

Attack	Speed	7	* * *	*	TA C	€ 3%			
Abi	ilities	Lv. I	Max Lv.		Gems				
Atta	ack	39	199	-	🎒 Storm 🥌 Light 🔌 Ne	utral			
Defe	ense	44	203		Tricks				
Mag	g. Attack	66	269	Lv.	Name	Effect			
S Mag	. Defense	66	238	1	Purifying Pulse	Supp.			
Eva		68	289	9	Healthy Glow	Heal			
Acc Acc	nracy	52	228	20	Twinkle Twinkle	Light			
				27	Upsy-Daisy	Heal			
	Affinities/F			33	Lease of Life	Heal			
Phys.	100%	Fire	100%	46	Second Wind	Heal			
Water	100%	Storm	100%	-	-	-			
Light	50%	Dark	100%	-	_	-			

248 DUALYNX

Phys.

Water 100% Storm 100% Light 50% Dark 100%



Attack Speed			* * *	* *				
Abili	ties	Lv. I	Max Lv.	Gems				
Attac	k	39	199	Storm 🟓 Light 📦 Neutral				
Defen	ise	44	203	Tricks				
Mag.	Attack	66	269	Lv. Name Ef				
Mag.	Defense	66	238	1	Purifying Pulse	Supp.		
Evasi	on	68	289	9	Healthy Glow	Heal		
@ Accur	acv	52	228	19 Light of Life H		Heal		
- Income				30 Mighty Light L		Light		
Affinities/Resistances			:es	37 Shower Curtain Su				
Phys.	100%	Fire	100%	47 Aurora Curealis He				





Spears	Cloal	ks Medals
Miracle Move	Time Flies	
P.D. Command	Psyche Up!	
Ailment Vuln	erabilities	Ailment Resistances
<u> </u>		Δ —
0-		X -

COMMAND SLOT UNLOCK CONDITIONS

Unlock	
Slot	0

When it metamorphoses into a sharper-parper.



When it metamorphoses into a trumpy-pumper or a honky-tonker and reaches level 47.

Unlock Slot

When its familiarity becomes 3.



249 SHONKY-HONKER

Max Lv.	34	Grow	th Pa	tter	n	Early
itamina	30	Stamina Recovery				1.6
Movemen	t Spee	d	*	*	*	
Attack Sp	eed		*	*	*	*
					_	

HILLACK	speed						
Abi	lities	Lv. I	Max Lv.		Gems		
Atta	ick	8	69	₩F			
😲 Def	ense	8	73	Tricks			
Mag. Attack		16	141	Lv.	Name	Effect	
Mag. Defense		5	54	-1	Body Blast	Phys.	
Evasion		12	109	7	Drowsy Drops	Supp.	
Accuracy		15	135	16	16 Demon's Fury		
				-	-	-	
Į.	Affinities/R	lesistano	es	-	-	-	
Phys.	100%	Fire	100%	_	_	-	
Water	100%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

250 SHARPER-PARPER

16 123



Attack



Def	ense	17	130	Tricks			
Mag Mag	. Attack	34	229	Lv.	Name	Effect	
Mag. Defense		12	106	1	Body Blast	Phys.	
- Evasion		26	188	8	Yoo-Hoo	Supp.	
@ Accuracy		32	218	17	Purifying Pulse	Heal	
				28	Tricksy Nixy	Supp.	
-	Affinities/F	lesistano	es	-	-	-	
Phys.	100%	Fire	100%	-	_	-	
Water	100%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

251 TRUMPY-PUMPER

M I	00	C	D	
Max Lv.	77	Growt	n rattern	Average
Stamina	40	Stamir	2.1	
Movemen	t Spee	d	* *	
Attack Sp	eed		* * *	*
Abilit	ies	lv	I Max Lv.	

verage 2. I		
	Gems	
H Fire	🍅 Dark 🟓 Neutral	
	T : 1	

Abi	lities	Lv. I	Max Lv.	Gems			
Atta	ick	23	233		➡Fire ➡Dark ➡Neu	itral	
CP Defe	ense	23	220		Tricks		
Mag Mag	. Attack	45	382	Lv. Name Eff			
S Mag	. Defense	17	179	-1	I Body Blast		
- Eva	sion	35	321	7	Yoo-Hoo	Supp.	
@ Accuracy		41	362	17	17 Generator		
				32	Mighty Light	Light	
	ffinities/R	esistano		43	43 Shower Curtain S		
Phys.	100%	Fire	100%	55	Parp	Neutral	
Water	100%	Storm	100%	-	-	-	
Light	100%	Dark	100%				

252 HONKY-TONKER





Attack	Speed	,	* * *	*		4%		
Abi	lities	Lv. I	Max Lv.		Gems			
Atta	Attack 15 258				🐞 Fire 🏓 Dark 🏓 Neutral			
👽 Defe	ense	16	280		Tricks			
Mag Mag	. Attack	30	422	Lv. Name Effe				
S Mag	. Defense	12	233	f Body Blast Pr		Phys.		
Eva:	sion	24	360	7 Yoo-Hoo		Supp.		
@ Acc	uracy	27	382			Supp.		
				24	Rock-a-Bye Baby	Supp.		
A	Affinities/R	esistano		34	Twinkle Twinkle	Light		
Phys.	100%	Fire	100%	51	Light of Life	Heal		
Water	100%	Storm	100%	_	-	-		
Light	100%	Dark	100%			-		



No. 253-256 **b** Daemonia Ice Maiden

Blades	** Armor	
liraclo Movo	Glacial Rain	

Scales

P.D. Command Defend!

Ailment Vulnerabilities Ailment Resistances ▲ Unconciousness/Curse O Petrification/Confusion

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot

When an ice maiden reaches level 12.

Unlock Slot

When it metamorphoses into an eldritch empress or a sinister sovereign.

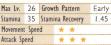
Unlock 8 Slot

When its familiarity becomes 3.



253 ICE MAIDEN

Mag. Defense



16 124



Mag. Defense		10 124			ono mban
Evasion		8	58	6	Evil Embrace
Accuracy		9	62	13	Dark Cloud
accuracy accuracy			UZ.	-	-
1	Affinities/P	lesistano	-	_	
Phys.	100%	Fire	150%	-	_
Vater	50%	Storm	100%	_	-
Light	100%	Dark	100%	-	-

254 ICE QUEEN

Effect

Water

Supp.

Dark

-

Snowball





Speed	7	* * *			6.4%		
lities	Lv. I	Max Lv.	Gems				
ck	25	123					
nse	33	171	Tricks				
. Attack	50	186	Lv.	Name	Effect		
Defense	58	207	-1	Snowball	Water		
Evasion		94	8	Darkness Beckons	Dark		
iracy	20	118		Enlighten	Supp.		
			29	Snowblower	Water		
	esistano		_	-	-		
100%	Fire	150%	_	-	-		
50%	Storm	100%	-	-	-		
100%	Dark	100%	_		-		
	ities ck nse Attack Defense ion racy ffinities/R 100% 50%	ities Lv. I 25 ck 25 nse 33 Attack 50 Defense 58 ion 18 racy 20 ffinities/Resistance 100% fire 50% Storm	tities Lv. I Max Lv. dk 25 123 nse 33 171 Attack 50 186 Defense 58 207 ion 18 94 Iffinities/Resistances 100% fire 150% 50% Storm 100%	tities Lv. I Max Lv. dk 25 123 WM nse 33 171 Attack 50 186 Lv. Defense 58 207 1 ion 18 94 8 17 aracy 20 118 17 29 1100% Fire 150% - 50% Storm 100% -	tities		

255 ELDRITCH EMPRESS

Light 100% Dark 100%

1ax Lv.	70	Growth Pattern	Early
tamina	45	Stamina Recovery	2.05
1ovemen	t Spee	d * *	
Attack Sp	peed	* * *	

Attack	Speed	7	* * *			9 4%			
Ab	ilities	Lv. I	Max Lv.	Gems					
Atta	ack	43	206	₩ Water D ark № Neutral					
Def	ense	62	280	Tricks					
Mag	g. Attack	93	345	Lv.	Name	Effect			
Mag	z. Defense	96	328	1	Snowball	Water			
Eva	sion	36	200	7	Darkness Beckons	Dark			
@ Acc	uracy	38	202	15	Poison Pinch	Phys.			
- recuracy				28	Polar Puff	Water			
Affinities/Resistances				35	III Wind	Dark			
Phys.	100%	Fire	100%	51	Dropsicle	Water			
Water	100%	Storm	100%	_	_	_			

256 SINISTER SOVEREIGN

Max Lv.	70	Grow	th	Patte	rn	Early
Stamina	45	Stamina Recovery				2.05
Movemen	t Spee	d	1	*	_	
Attack Sp	eed		*	*	*	
Abilit	ties	Lv.	1	Max	Lv.	

4%

	ent Speed		* *			4%		
ttack	zbeea		* * *			4%		
Abi	lities	Lv. I	Max Lv.		Gems			
🙀 Atta	ick	47	228	₩Water Dark № Neutral				
Defe	ense	62	280	Tricks				
Mag	. Attack	87	319	Lv.	Name	Effect		
Mag	. Defense	96	328	- 1	Snowball	Water		
Eva:	sion	36	200	7	Darkness Beckons	Dark		
Acci	Brack	38	202	14	Hot Huff	Fire		
				27	Black Blast	Dark		
	Iffinities/F			52	Flame Fan	Fire		
Phys.	100%	Fire	100%	68	Ray Gun	Fire		
Water	100%	Storm	100%	-	-	-		
Light	100%	Dark	100%	_	-	-		





257 LIGHTSHADE

259 STARSHADE

Max Lv	. 62	Growth	Pattern	Avera	age	han'
Stamina	35	Stamina	Recovery	1.8	3	32
Moveme	ent Spee	ed	* * *			123
Attack	Speed	7	* * *			6.49
Abi	lities	Lv. 1	Max Lv.		Gems	
Atta	ick	21	166		🏓 Light 🐞 Phys. 🔌 N	eutral
T Defe	ense	21	162		Tricks	
Mag Mag	. Attack	18	158	Lv.	Name	Effect
Mag	. Defense	22	180	1	Spite	Supp
Eva:	sion	14	131	6	See Stars	Phys
@ Acci	ILSCA	20	161	14	Poison Pinch	Phys
				20	Stalagmitts	Phys
A		/Resistan	000	28	Leech	Dark
Phys.	100%	Fire	100%	-	-	-
Water	100%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	_	-

258 SUNSHADE

260 NIGHTSHADE

Max Lv. 99 Growth Pattern

262 IMPALER

Max Lv. 52 Growth Pattern

Stamina 35 Stamina Recovery 1.8











Max Lv. 30 Growth Pattern Average

Attack :	peea	7	* * *	*	*	0.4%			
Abi	lities	Lv. I	Max Lv.	Gems					
Atta	ck	20	150	Fire 🕬 Light 📦 Neutral					
CP Defe	nse	14	105	Tricks					
Mag.	Attack	16	123	Lv.	Lv. Name Eff				
Mag.	Defense	19	141	1	Smash Hit	Phys.			
Evas		19	143	7	Fling Flame	Fire			
@ Accu	racv	18	137	17	Hot Huff	Fire			
		Resistanc		23	Petrifying Poke	Phys.			
		1		30	Firewall	Fire			
Phys.	100%	Fire	100%	-	-	-			
Water	100%	Storm	150%	-	-	-			
Light	100%	Dark	100%	-	-	-			
264 HYMNPALER Max Lv. 99 Growth Pattern Early Stamina 40 Stamina Recovery 2.1 Movement Speed									
Attack	Speed	7	* * *	*	*	3 4%			
Abi	lities	Lv. I	Max Lv.		Gems				
Atta	ck	42	224		📦 Fire 🔌 Neutra	I			
T Defe	nse	23	169		Tricks				
C	. Attack	37	156	Lv.	Name	Effect			





Impaler

Shrimpalei

Hymnpalei



Blades	Armo	Patches
Miracle Move	Whirlwind	
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
O —		▲ Unconciousness/Curse
Petrification	/Confusion	X -
		CK CONDITIONS
Unlock Slot	vvhen a re	lixx reaches level 11.



When its familiarity becomes 3.

265 RELIXX

Max Lv.	25	Grow	th Pa	itter	n	Early
Stamina	30	Stamina Recovery				1.6
Movemen	t Spee	d	*	*	*	*
Attack Sp	eed		*	*	*	

	1							
Abi	lities	Lv. I	Max Lv.	Gems				
Atta	ick	13	96	₩Water Storm ₺Light				
😍 Def	ense	13	87	Tricks				
Mag	. Attack	16	119	Lv.	Name	Effect		
Mag	. Defense	13	102	-1	Water Bomb	Water		
Eva	sion	10	70	7	Whirligig	Storm		
@ Acc	uracy	11	77	14 Razzle Dazzle		Supp.		
				-	-	-		
1	inities/R	lesistano	es	-	-	-		
Phys.	100%	Fire:	100%	-	_	-		
Water	100%	Storm	100%	-	-	-		
Light	100%	Dark	100%	-	-	-		

267 MEDIXX Max Lv. 60 Growth Pattern Stamina 40 Stamina Recovery 2.1 Movement Speed

					~	
ttack	Speed	7	* * *	*	-	3 %
Abi	ilities	Lv. I	Max Lv.		Gems	
Atta	ick	52	222	₩	ater 🍅 Storm 🏓 Dark 🛚	Neutral
Defe	ense	50	230		Tricks	
Mag	. Attack	95	321	Lv.	Name	Effect
Mag	. Defense	78	261	- 1	Water Bomb	Water
Eva	sion	35	165	6	Plasma Ball	Storm
3 Acci	iracy	37	183	17	Healing Rain	Heal
				28	Water Cannon	Water
	ffinities/			32	Shower Curtain	Supp.
Phys.	100%	Fire	100%	43	Light Relief	Heal
Water	100%	Storm	100%	-	-	-
Light	100%	Dark	50%	-	-	-

266 ELECTRIXX

Max Lv.	54	Growth Patter	n	Early
Stamina	35	Stamina Recove	ery	1.8
Movemen	t Spee	d * *	*	*
Attack Sp	eed	* *	*	

Liovelli	ent speed	,	CXX							
Attack	Speed	*	* * *	- (V) -						
Abi	lities	Lv. I	Max Lv.		Gems					
Atta	ack	36	181	₩w	ater 🟓 Storm 🏓 Dark	Neutral				
😲 Def	ense	32	185		Tricks					
Mag Mag	. Attack	60	242	Lv.	Name	Effect				
S Mag	. Defense	55	229	-1	Water Bomb	Water				
E va	sion	25	131	8	Plasma Ball	Storm				
@ Acc	uracy	24	147	15	Generator	Heal				
	Affinities/R			27	Mighty Light	Light				
F		esistano		-	_	-				
Phys.	100%	Fire	100%	-	-	-				
Water	100%	Storm	100%	_	-	-				
Light	100%	Dark	100%	-	-	-				

268 ANGELIXX



novem	ent speed	7	T # #	मागर मागर				
Attack	Speed	7	* * *	*	4	≫ —		
Ab	ilities	Lv. 1	Max Lv.		Gems			
№ Atta	adk	52	222	₩a	ater 🖜 Storm 🏓 Dark	Neutra		
😲 Def	ense	50	230		Tricks			
Se Mag	g. Attack	89	297	Lv.	Name	Effect		
S Mag	g. Defense	84	285	1	Water Bomb	Water		
Eva	sion	35	165	6	Plasma Ball	Storm		
⊘ Acc	uracy	37	183	19	Wind Tunnel	Storm		
			<u> </u>	27	Healthy Glow	Heal		
	Affinities/R			35	Twinkle Twinkle	Light		
Phys.	100%	Fire	100%	45	Second Wind	Heal		
Water	100%	Storm	100%	-	-	-		
Light	50%	Dark	100%	-	-	-		



Blades	A Cloal	ks Patches
Miracle Move	Black Hole	
P.D. Command	Defend!	
Ailment Vuln	erabilities	Ailment Resistances
O —		▲ Unconciousness/Curse
O Dosnification	/Confusion	Y —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot	0
3101	U

Unlock

Slot

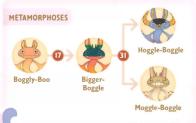
When it metamorphoses into a biggerboggle.

Unlock Slot

When it metamorphoses into a hoggle-boggle or a moggle-boggle and reaches level 39.

Unlock Slot

When its familiarity becomes 3.



269 BOGGLY-BOO



Attack	Speed	1	* * *			P 18%
Ab	ilities	Lv. I	Max Lv.		Gems	
Atta	ack	-11	97		➡Fire ➡Light ➡Ne	utral
😲 Def	ense	6	62		Tricks	
Mag	. Attack	13	114	Łv.	Name	Effect
	. Defense	13	112	1	Enlighten	Supp.
Eva	sion	10	89	7	Fling Flame	Fire
@ Acc	uracy	10	87	15	Thunderspark	Storm
	Affinities/F	esistano	95	_		
Phys.	100%	Fire	100%	_		+-
Water	100%	Storm	150%			ΗĒ
Light	100%	Dark	100%	_	_	-

M St M

71 H	UG	GL	E-I	BO	GG	LE	A
lax Lv.	99	Grow	th P	atter	n	Early	The state of the s
tamina	40	Stami	ina I	Recov	ery	2.1	d
lovemen	t Spee	d	*	*	*		
ttack Sp	eed		*	*	*	*	
		1.	. 1				

Attack	speed		(X X	×		976			
Abi	lities	Lv. 1	Max Lv.	Gems					
Atta	ıck	42	245	Fir	ifire wWater Storm OLight Neutral				
Def	ense	18	139		Tricks				
Mag Mag	. Attack	73	333	Lv.	Name	Effect			
Mag	. Defense	65	294	- 1	Enlighten	Supp.			
E va	sion	39	221	7	Plasma Ball	Storm			
@ Acc	iracy	32	217	17	Thunderstorm	Storm			
		1		26	III Wind	Dark			
	ffinities/R	esistano		35	Heat Ray	Fire			
Phys.	100%	Fire	100%	49	Final Curtain	Dark			
Water	100%	Storm	150%	-	-	-			
Light	150%	Dark	50%	-	-	-			

270 BIGGER-BOGGLE



Attack	Speed	7	* *			4.4%		
Abi	lities	Lv. I	Max Lv.	Gems				
Atta	ick	21	167		🏓 Fire 🥩 Light 🏓 N	eutral		
To Defe	ense	13	111		Tricks			
Mag Mag	. Attack	27	220	Lv.	Name	Effect		
S Mag	. Defense	27	217	-1	Enlighten	Supp.		
Eva:	sion	20	166	8	Plasma Ball	Storm		
	uracy	18	146	16	Hot Huff	Fire		
	ffinities/F	lacietane		25	Crosswind	Storm		
				-	-	-		
Phys.	100%	Fire	100%	-	-	-		
Water	100%	Storm	150%	-	-	-		
Light	100%	Dark	100%	-	-	-		

272 MOGGLE-BOGGLE

						-	91	ak A	110	
Lv.	99	Grow	rth	Pattern	Ear	rly	The second	1	2	
nina	40	Stam	ina	Recovery	2.	1	49	00%	4	
ement	t Spee	d	7	* * *				20	53	
ck Sp	eed		7	* * *	*			-	99	6
Abilit	ies	Lv	. 1	Max Lv.			Ge	ms		
Attack		4	2	245	Fire	e া Wa	iter 👛 St	orm 🥌 Lig	ht 🏓 Neu	ıtral
Defens	se	ı	8	139			Tri	cks		
Mag. A	Attack	7	3	333	Lv.		Nam	e	Effec	t
Mag. [Defense	6	5	294	- 1		Enligh	ten	Supp	ρ.
3		-			7	-	1	D _a II	C.	

Max Lv.	99	Growth	Pattern	Ea	rly	-
Stamina	40	Stamina	Recovery	2.	(%)	(2)
Movemer	t Spee	d 🗇	* * *		A C	9
Attack S	peed	7	* * *	*	4	> -
Abili	ties	Lv. 1	Max Lv.		Gems	
Attac	k	38	214		➡Fire ➡Light ➡Nee	ıtral
Defer	ise	18	153		Tricks	
Mag.	Attack	70	302	Lv.	Name	Effect
Mag.	Defense	74	317	-1	Enlighten	Supp.
Evasi	on	37	213	7	Plasma Ball	Storm
⊘ Accur	acv	29	208	18	Thunderbolt	Storm
				27	Healing Rain	Heal
		Resistano		35	Mighty Light	Light
Phys.	100%	Fire	100%	48	Restorer Aurora	Heal
Water	100%	Storm	150%	-	-	-
Light	100%	Dark	100%	-	-	-





speed				-	13/0			
ilities	Lv. I	Max Lv.	Gems					
ack	7	84		🟓 Light 🏓 Neutral				
ense	7	84		Tricks				
g. Attack	12	138	Lv.	Name	Effect			
. Defense	9	115	- 1	Sabotage	Supp.			
	10	127	7	Spite	Supp.			
	8	94	15	Demon's Fury	Dark			
			-	-	-			
Attinities/K	esistano	es	-	-	-			
100%	Fire	100%	-	-	-			
100%	Storm	100%			-			
100%	Dark	100%	-					
	ilities ack ense g. Attack g. Defense sion uracy uffinities/N 100%	Ilities	Ilities Lv. Max Lv.	Ilities Lv. I Max Lv. ck 7 84 ense 7 84 . Attack 12 138 Lv.) Defense 9 115 1 ston 10 127 7 rarcy 8 94	Ilities Lv. Max Lv. Gems			



Farly

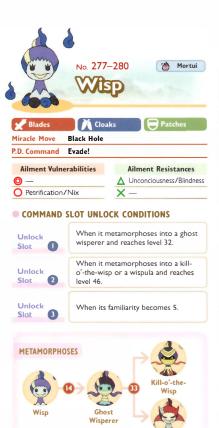
274 BOO-BOUGIE

Max Lv. 60 Growth Pattern

Stamina 35 Stamina Recovery 1.8









Max Lv.	. 52	Growth	Pattern	Ave	rage	The state of	0
Stamina	35	Stamina	Recovery	1	.8	01	
Moveme	nt Spee	d 7	* * *			-00°	2
Attack !	Speed	7	* * *	*		4	6.4
Abi	lities	Lv. 1	Max Lv.			Gems	
Atta	ck	15	112		H Fire	e 🧀 Light 🏓 Neu	tral
Defense		17	129			Tricks	
Mag Mag	. Attack	28	183	Lv.		Name	Effec
€ Mag	. Defense	19	135	- 1	D	ark Cloud	Dar
Evasion		29	180	7	Dark	ness Beckons	
@ Accuracy		16	126	14		Spite	Supp
		Resistant	200	25		Firewall	Fire
Phys.	100%		50%	_	-		=
Water	150%	-	100%	-	-	<u>-</u>	-
Light	150%	Dark	50%	_		_	_

280 WISPULA

279 K	ILL	-0'-1	HE-W	/ISI	P	0	
Max Lv.	99	Growth	Pattern	Ea	rly O		
Stamina	40	Stamina	Recovery	2.	I STA	20	
Movemen	t Spee	d 7	* * *	*	200		
Attack S	peed	7	* * *	*	2 4	/ -	
Abili	ties	Lv. I	Max Lv.		Gems		
Attac	k	30	171	🟓 Fire 🔪 Neutral			
C Defen	ise	34	182		Tricks		
Mag.	Attack	64	338	Lv.	Name	Effect	
Mag.	Defense	45	210	- 1	Dark Cloud	Dark	
- Evasi	Evasion		279	7	Darkness Beckons	Dark	
Accur	204	33	203	18	Black Blast	Dark	
			26	Evil Embrace	Supp.		
Affinities/Resistances				32	Thunderstorm	Storm	
Phys.	100%	Fire	50%	49	Final Curtain	Dark	
Water	150%	Storm	100%	_	-	-	
Light	150%	Dark	50%	-	-	-	

Max Lv.	. 99	Growt	h I	Pattern	Ea	rly	_	
Stamina	40	Stamir	Stamina Recovery			T	A	
Moveme	nt Spee	d	*	* *	*	3 200		
Attack	Speed		*	* *	*		/ –	
Abi	lities	Lv.	1	Max Lv.		Gems		
Atta	ick	32	2	186	₩ F	ire 🏓 Dark 🟓 Phys. 🤘	Neutral	
T Defe	ense	36	ó	198		Tricks		
Mag Mag	. Attack	51		300	Lv.	Name	Effect	
S Mag	. Defense	43	3	181	- 1	Dark Cloud	Dark	
Fva	Evasion 6		9	274	7	7 Darkness Beckons		
			7	194	17	Leech	Dark	
					28	III Wind	Dark	
Affinities/Resistances					34	Enlighten	Supp.	
Phys.	100%	Fire	3	50%	50	Hailstone	Water	
Water	150%	Stori	m	100%	-	-	-	
Light	150%	Dar	k	50%	-	-	-	





Unlock Slot	When a girlfiend reaches level 18, or metamorphoses into a grandamned.			

When its familiarity becomes 3.

Unlock	When its familiarity becomes 5.

Unlock



281 GIRLFIEND Max Lv. 32 Growth Pattern Early Stamina 30 Stamina Recovery 1.6

283 PHANTASMA

lovement Speed 🔀 🛨 🛨					90	-
ttack	Speed	7	* * *) 13%
Abi	ilities	Lv. I	Max Lv.		Gems	
Atta	ick	8	73		Light Meutral	
D efe	ense	9	76	П	Tricks	
Mag	. Attack	14	113	Lv.	Name	Effect
Mag	. Defense	10	93	-1	Evil Embrace	Supp.
Eva	sion	11	102	8	Sabotage	Supp.
Acci	uracy	7	59	15	Demon's Fury	Dark
Affinities/Resistances				-		-
Phys.	100%	Fire	100%	_	<u>_</u>	
Vater	100%	Storm	100%	-	_	-
Light	150%	Dark	50%	-	_	-





282 EX-GIRLFIEND







Bone Ranger

Bonehead



Mag. Defense 7 55 I Sabotage Supp Evasion 6 54 7 Smash Hit Phys. ② Accuracy I I 72 I7 Ray of Light Phys. Affinities/Resistances - - - - Phys. 90% Fire 100% - - - Water 100% Dark 100% - - - -	Atta 🙀	ck	12	80		🏴 Fire 🥮 Light 🐃 N	eutral
Mag_ Defense 7 55 1 Sabotage Supp E vasion 6 54 7 Smash Hit Phys. Ø Accuracy 11 72 17 Ray of Light Phys. Affinities/Resistances _ _ _ _ Phys. 90% Fire 100% _ _ _ Water 100% Storm 150% _ _ _	T Defe	ense	8	61	Tricks		
■ Evasion 6 54 7 Smash Hit Phys.	Mag Mag	. Attack	5	42	Lv.	Name	Effect
Evasion 0 34 17 Ray of Light Phys. - -	Mag	. Defense	7	55	-1	Sabotage	Supp
### Accuracy 11 72 7 7 7 7 7 7 7 7	_ 0		6	54	7	Smash Hit	Phys.
Affinities/Resistances	Acci	iracv	11	72	17	Ray of Light	Phys.
Phys. 90% Fire 100% — — — — — Water 100% Dark 100% — — — — — — — — — — — — — — — — — —			1		-	-	-
Water 100% Storm 150% Light 100% Dark 100%	A	ffinities/	Resistanc	es	-	-	-
Light 100% Dark 100%	Phys.	90%	Fire	100%	-	-	-
	Water	100%	Storm	150%	-	_	-
287 BONE BRIGADIER	Light	100%	Dark	100%	-	-	-
					- IER	- -	<u></u>
	Stamina	40	Stamina	Recovery	2.1	175	XO)
Stamina 40 Stamina Recovery 2.1							

Mo

9

0

Bone Baron

87	BON	E B	R	IGAD	IER		E.	E)	
ax Lv	. 99	Grow	th	Pattern	Ave	rage		0	
amina	40	Stami	na	Recovery	2.		-	5/1	
oveme	ent Spee	d	7	* *			SCI		9
tack	Speed		7	* * *			4	(4	3%
Abi	ilities	Lv.	1	Max Lv.			Gems		
* Atta	ack	3	5	311	₩ F	ire 🤘	Light 🏓 Dark	c 📦	Neutral
Def	ense	2	5	221			Tricks		
Mag	. Attack	E	7	144	Lv.		Name		Effect
Mag	. Defense	2	2	224	- 1		Sabotage		Supp.
Eva	sion	2.	4	206	7		Blunt		Supp.
		3		277	16		Yoo-Hoo		Supp.
	Titter at 1			26		Dark Cloud		Dark	
	Affinities/Resistances				33		War Cry		Supp.
hys.	70%	Fin	е	100%	49	S	Super Slash		Phys.
ater	100%	Stor	m	100%	_		_		_

Light 100% Dark 100% - - - -

280 I	DUN	E NA	MGEN	,	400)	
Max Lv.	55	Growth	Pattern	Aver	age		
Stamina	35	Stamina	Recovery	1.5	8 (6)		
Moveme	nt Spee	d ,	* *				
Attack S	peed	7	* * *			4.8%	
Abilities Lv. 1 Max Lv.					Gems		
Atta 😭	ck	24	164	₩ F	🌶 Fire 🤟 Light 🍅 Dark 🏓 Ne		
Defe	nse	16	113		Tricks		
Mag.	Attack	11	81	Lv.	Name	Effect	
Mag.	Defense	14	105	1	Sabotage	Supp.	
Evas	ion	15	116	7	Blunt	Supp.	
@ Accu	racy	21	146	16	Evil Embrace	Supp.	
				28 Petrifying Pok		Phys.	
A	tinities/	Resistan	ces	-	-	-	
Phys.	80%	Fire	150%	-	-	-	
Water	100%	Storm	100%	-	-	-	
Light	100%	Dark	100%	-	-	-	

204 DONE DANCED

S

Max Lv.	99	Growth	Pattern	La	ate Transition	
Stamina	40	Stamina	Recovery	2	I.I	
Moveme	nt Spee	d	* *			
Attack S	peed		* * *		3%	
Abil	ities	Lv. I	Max Lv.		Gems	
Atta	ck	26	366	➡Fire ➡Light ➡Dark ➡Neu		
😲 Defe	nse	18	296		Tricks	
Mag.	Attack	12	221	Lv.	Name Effect	
Mag.	Defense	14	261	- 1	Sabotage Supp	
Evas	ion	16	273	7	Blunt Supp	
Accu	racy	22	309	17	occioniera supp	
				28	Slice 'n' Dice Phys	
Affinities/Resistances		36	Maddening Melody Supp			
Phys.	60%	Fire	100%	52	Drop Chop Phys	
Water	150%	Storm	100%	-		
Light	100%	Dark	100%	_		



Ailment Vulnerabilities	Ailment Resistances
<u> </u>	▲ Unconciousness/Blindness
O Petrification/Nix	X -

COMMAND SLOT UNLOCK CONDITIONS

0 Slot

Slot 0	metamorphoses into a zomboatswain.
Unlock Slot 2	When it metamorphoses into a zomboatswain and reaches level 25.
Unlock	When its familiarity becomes 3.

When a zombo reaches level 16, or

When its familiarity becomes 3.



289 ZOMBO

Max Lv.	36	Grow	th Pa	itter	n	Early
tamina	30	Stami	ina R	ecovi	ery	1.6
Movemen	t Spee	d	*	*	*	
Attack Sp	eed		*	*	*	

щаск	2beea		(X X			13%	
Abi	ilities	Lv. I	Max Lv.		Gems		
Atta	ack	11	105	🧀 Light 🐞 Neutral			
Def	ense	4	38		Tricks		
Mag	g. Attack	5	48	Lv.	Name	Effect	
Mag	g. Defense	9	89	- 1	Demon's Fury	Dark	
Eva		9	94	11	Spite	Supp.	
 Acc		12	107	-	-	_	
1	Affinities/F	lesistano	29	-			
Phys.	100%	Fire	100%			-	
Water			100%	-		H	
Light	100%	Dark	100%	-		-	
FIGURE	10076	Daik	10070				

290 ZOMBOATSWAIN

Max Lv.	60	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movemen	t Spee	d \star 🖈 1	k
Attack Sp	eed	* * 1	k

	B
mls.	100
rly e .8	and the same of th
	10.4%

Abi	lities	Lv. I	Max Lv.		Gems	
Attack 27 176			🟓 Light 🔌 Neutra			
😲 Def	ense	9	73		Tricks	
Mag	. Attack	8	73	Lv.	Name	Effect
S Mag	. Defense	25	132	- 1	Demon's Fury	Dark
Eva	sion	27	139	10	Leech	Dark
Aco		24	182	18	Hellitosis	Supp.
	Affinities/R			27	Black Blast	Dark
P	ittinities/#	esistano	.62	-	_	_
Phys.	100%	Fire	100%	-	_	-
Water	100%	Storm	100%	-	_	-
Light	100%	Dark	100%	-	_	-

291 CAP'N ZOMBO

Ma Sta

/ I CAI	- 14		TIDO		(a)
ax Lv. 99	9 Gr	owth I	Pattern	Early	A 9 272 53
amina 40	Sta	amina	Recovery	2.1	8
ovement Sp	eed	7	* *		
tack Speed		*	* *		6.59
Abilities		Lv. I	Max Lv.		Gems
		47	240	Diam.	Paul Manage

0

Abi	ilities	Lv. I	Max Lv.		Gems			
Atta	ick	47	248		Fire Dark Phys. Neutral			
To Defe	ense	16	114		Tricks			
Mag Mag	. Attack	10	92	Lv.	Name	Effect		
Mag	. Defense	42	191	- 1	Demon's Fury	Dark		
E va	,	41	176	10	Leech	Dark		
@ Acci		42	257	18	Darkness Beckons	Dark		
					Heat Ray	Fire		
A	Affinities/	lesistano	es	33	Drowsy Drops	Supp.		
Phys.	100%	Fire	100%	49	Flame Fan	Fire		
Water	100%	Storm	100%	_	-	-		
Light	100%	Dark	100%	_	_	_		

Light 150% Dark 50%







COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot	When it metamorphoses into a scrambled eggroll.

When it metamorphoses into a humpty bumpty or an eggyptian.

Unlock 3 Slot

Unlock

Slot

When it metamorphoses into a humpty bumpty or an eggyptian and reaches level 44.



293 EGGROLL Max Lv. 48 Growth Pattern Early Stamina 30 Stamina Recovery Movement Speed 13% Attack Speed Abilities Lv. 1 Max Lv. Gems 🟓 Light 🐞 Phys. 🏓 Neutral 8 94 Attack Defense 10 113 Tricks Mag. Attack 8 94 Name Effect Evil Embrace Supp. 138 Mag. Defense 11 Dark Cloud Dark **Evasion** 5 64 Roly-Poly Phys. **Accuracy** 7 81 Affinities/Resistances Phys. 100% Fire 100% Water 100% Storm 100% Light 150% Dark

295 HUMPTY BUMPTY

			-				1 00 75	T	-
Max Lv.	99	Grow	th	Pattern	Ear	rly	* C		
Stamina	40	Stam	ina	Recovery	2.	1	A C		3
Movemen	t Spee	d	7	* * *			And	X	
Attack Sp	peed		3	* *			2-2	4	-
Abili	ties	Lv	. 1	Max Lv.			Gems		
Attac	k	3	7	220		10	Phys. 🏓 Ne	utral	
Defen	se	4	6	237			Tricks		
Mag.	Attack	3	2	205	Lv.		Name		Effect
Mag.	Defense	6	4	248	- 1	Evi	il Embrac	е	Supp.
Evasi		-	9	175	9		III Wind		Dark
@ Accur		2	9	203	18		Leech		Dark
Mccui	acj		-	203	27		Firewall		Fire

Firewall

Belly Buster

Drop Chop

Fire

Phys.

Phys.

Max Lv.	76	Grow	th	Pattern	Ear	rly	2
Stamina	35	Stam	ina	Recovery	I.	8	The same of the sa
Movemen	t Spee	d	7	* * *			-
Attack Sp	eed		7	* *			
Abilit	ies	Lv	. 1	Max Lv.			Gem
Attack	(2	0	139		🟓 Ligl	ht 🍅 Phy
Open Defen	se	2	9	190			Trick
Mag. I	Attack	2	I	165	Lv.		Name
Mag. I	Defense	4	4	221	_ []	Ev	il Embr
Evasio	n	2	2	134	9		III Win
@ Accur	acv	1	7	143	17		Spite
			_		27	Ph:	antom F

294 SCRAMBLED EGGROLL

@1	IFACH	17	143	17	Spite	Supp.
@ Accuracy		11,		27	Phantom Fangs	Phys.
A	ffinities/	Resistanc	29:	-	-	_
Phys.	100%	Fire	100%	_	_	-
Water	100%	Storm	100%	_	_	-
Light	150%	Dark	50%	-	-	-

296 EGGYPTIAN



7	* * *								
7	* *		9	6.5%					
Lv. 1	Max Lv.	-	Gems						
34	197		🖮 Phys. 📄 Neutral						
46	237		Tricks						
35	229	Lv.	Name	Effect					
64	248	1	Evil Embrace	Supp.					
39	175	9	III Wind	Dark					
20	202	17	Darkness Beckons	Dark					

Meutral

Supp.

Dark

Defense Mag. Attack Mag. Defense **Evasion Accuracy** 29 203 Pyro Puff Affinities/Resistances Time to Shine Supp Phys. 100% Fire 100% Final Curtain Dark Water 100% Storm 100% Light 100% Dark 50%

Affinities/Resistances

Phys. 100% Fire 100%

Water 100% Storm 100%

Light 100% Dark

Effect

Phys.

Fire

Storm





Unlocked from the start.

Unlock

Slot 2



297

/ / P	IAN	Lan				
ax Lv.	5	Grow	th	Pattern	Early	500
amina	30	Stam	ina	Recovery	1.45	20
vemen	t Spee	d	,	* *		
tack Sp	eed		3	* * *		
Abilit	ries	lv	1	Max Iv		Gems

TELLICK	specu						
Ab	ilities	Lv. I	Max Lv.		Gems		
Atta	ick	49	112	Stor	m 🯓 Light 🐞 Phys.	≥ Neutral	
Def	ense	52	121	Tricks			
Mag	g. Attack	50	115	Lv. Name		Effect	
C Mag	. Defense	27	58	1	Flame Fan	Fire	
Eva	sion	49	113	-	_	-	
@ Acc	uracy	26	55				
-	Affinities/R	esistano	es				
Phys.	100%	Fire	100%	_	_	-	
Water	100%	Storm	100%	-	_	-	
Light	100%	Dark	100%	-	_	-	

299 MENDRAGORER Max Lv. 5 Growth Pattern Early

Stamina	40	Stamina	Rec	overy	1.9	0		m T
Movemen	t Spee	d	*	* 1	* *	0	1	
Attack Sp	eed		*	* 7	* *			> -
Abilit	ies	Lv. I	Ma	x Lv.		G	ems	
Attack		183	2	251	Storn	n 🯓 Light	🟓 Phys.	Neutral
3 Defen	se	211	2	288		Tr	icks	
0		201	-	7.4	Land	M		F#

Def	ense	211	288		Tricks	
Mag	. Attack	201	274	Lv.	Name	Effect
Mag	. Defense	69	105	1	Flame Fan	Fire
Eva		180	252	2	Restorer Aurora	Hea
Accuracy		60	93	3	Upsy-Daisy	Hea
				4	Light Fantastic	Supp
P	iffinities/R	esistano	es	_	-	-
Phys.	100%	Fire	100%	_	-	-
Vater	100%	Storm	100%	_	-	-
Light	100%	Dark	100%	-	-	-

298 PANDORAGORER

	270 F	MIT	DON	AU	JNL	.N
000	Max Lv.	Max Lv. 5 Growth Pattern				
	Stamina	35	Stamin	a Reco	very	1.65
	Movemen	t Sper	ed	* *	*	
M4 -	Attack Sp	eed		* *	*	
mr.	Abilia	inc	lu	May	Lu	

tack	Speed	7	* * *			/ –				
Abi	ilities	Lv. I	Max Lv.		Gems					
Atta	ıck	119	186	₩St	Storm 🟓 Light 🟓 Phys. 🟓 Neutra					
Def	ense	131	203	Tricks						
Mag	. Attack	125	193	Lv.	Name	Effect				
Mag	. Defense	51	83	1	Flame Fan	Fire				
Eva		116	184	3	Restorer Aurora	Heal				
Acc	игасу	47	78		-					
1	Affinities/F	lesistano	es							
Phys.	100%	Fire	100%	-	_	_				
/ater	100%	Storm	100%	-	_	-				
ight	100%	Dark	100%	_	-	-				

300 TUNDRAGORER

Max Lv.	5	Grow	th Pa	atter	n	Early
Stamina	40	Stami	na R	ecove	ery	1.9
Movemen	t Sper	d	*	*	*	* *
Attack Sp	eed		*	*	*	*

Attack	Speed	7	* * *	*		> -			
Abi	lities	Lv. 1	Max Lv.		Gems				
S Atta	ick	255	331	₩ St	Storm Ulight Phys. Neutr				
T Defe	ense	298	379	Tricks					
Mag Mag	. Attack	286	364	Lv.	Name	Effect			
Mag	. Defense	86	127	- 1	I Flame Fan				
Eva	sion	246	322	2	Restorer Aurora	Heal			
@ Acc	ıracy	74	111	3	Slow Poke	Supp.			
				4	Wallop	Phys.			
	ffinities/F			5	Ray Gun	Fire			
Phys.	100%	Fire	100%	-	-	-			
Water	100%	Storm	100%	-	-	-			
Light	100%	Dark	100%	-	_	-			



Miracle Move	Conflagration	n
P.D. Command	Psyche Up!	
Ailment Vulne	erabilities	Ailment Resistances
Ailment Vulne	erabilities	Ailment Resistances △ Unconciousness

COMMAND SLOT LINEOUS CONDITIONS

COMMAND	SEOL DIFFOCK CONDILIONS
Unlock Slot	When it metamorphoses into a dragette.
Unlock	When it metamorphoses into a draggle or a bedraggle and reaches

Unlock When its familiarity becomes 5. 3 Slot

level 32.

Slot



425 DRAGGLE Max Lv. 18 Growth Pattern Early Stamina 30 Stamina Recovery Movement Speed Attack Speed Abilities Lv. 1 Max Lv. Gems Attack ➡Fire ➡Light ➡Neutral 16 109 Defense 14 94 Tricks 12 Lv. Effect Mag. Attack 64 Name Phantom Fangs Phys. Mag. Defense 16 83 Whirligig Evasion 9 Storm 46 16 Hot Huff Fire 13 **Accuracy** 68 Li

Af	finities/	Resistan	ces	_		_		_
Phys.	100%	Fire	50%	_		_		-
Water	150%	Storm	100%	_		_		-
Light	100%	Dark	100%	-		_		_
			UFFIN		_		N.	1
Max Lv.	52	Growth	Pattern	Ea		C	之文	N
	52 40	Growth Stamina					之友	

Movem	ent Speed	7	*	Keck				
Attack	Speed	7	* *		:	> -		
Ab	ilities	Lv. 1	Max Lv.	Gems				
Atta	ack	108	306	Fire Meutral				
Def	ense	72	216		Tricks			
Mag	. Attack	44	202	Lv.	Name	Effect		
Mag	. Defense	57	237	l Phantom Fangs Ph		Phys.		
- Eva	sion	26	133	10	Hot Huff	Fire		
@ Acc	IIIZCV	48	214	17	Pyro Puff	Fire		
				24	Earsplitter	Phys.		
-	Affinities/P	esistano	es	31	War Cry	Supp.		
Phys.	100%	Fire	50%	39	Flame Fan	Fire		
Water	100%	Storm	100%	47	Parp	Neutral		
Light	100%	Dark	100%	-	-	-		

426 DRAGETTE Max Lv. 38 Growth Pattern Stamina 35 Stamina Recovery 1.8 Movement Speed Attack Speed Abilities Lv. I Max Lv. 🐞 Fire 🏓 Neutral Attack A 74 220 T Defense 57 172 Tricks 27 141 Lv. Name Mag. Attack Phantom Fangs Mag. Defense 36 168 12 Hot Huff **Evasion** 18 102 Crosswind

_
_
_
_
_

720 6		ino	often	R			
Max Lv.	52	Growth	Pattern	Ea	rly	COLIDE	12
Stamina	40	Stamin	a Recovery	2.	1	N. VO	1
Movemen	nt Spee	d	* *			6/2	-
Attack S	peed		* *				> -
Abili	ities	Lv.	Max Lv.			Gems	
Attac	:k	101	282			🖊 Fire 🏿 👚 Neutral	
CP Defer	nse	78	237			Tricks	
Mag.	Attack	41	184	Lv.		Name	Effect
Mag.	Defense	61	258	- 1	Pha	antom Fangs	Phys.
- Evasi	ion	26	133	10		Hot Huff	Fire
@ Accu	racy	48	214	16	9	Siesta Sigh	Supp.
				25	V	/ind Tunnel	Storm
***	Affinities/Resistances		32		Enlighten	Supp.	
Phys.	100%	Fire	100%	41		Prop Chop	Phys.
Water	100%	Storn	100%	47		Parp	Neutral
Light	100%	Dark	50%	-		_	-



Blades	Cloth	es Patches				
Miracle Move	Song of the S	oul				
P.D. Command	Evade!					
Ailment Vulne	rabilities	Ailment Resistances				
<u> </u>		△ Unconciousness				
OPoison		X –				
COMMAND SLOT UNLOCK CONDITIONS Unlock Slot						
Unlock Slot 2	When it metamorphoses into a scrapdragon or a napdragon and reaches level 15.					



When its familiarity becomes 5.

429 SAPDRAGON Max Lv. 15 Growth Pattern Early Stamina 30 Stamina Recovery 1.6 Early Movement Speed * * *

Abi	lities	Lv. 1	Max Lv.	Gems				
Atta	ck	21	124	🐞 Fire 🦸 Light 🐞 Neutral				
😲 Defe	ense	29	175	Tricks				
Mag Mag	Attack	23	110	Lv.	Name	Effect		
S Mag	. Defense	24	116	I Slice 'n' Dice P		Phys.		
- Evar	sion	24	116	5 Rise and Shine He		Heal		
@ Acci	ira(V	24	116	Ш	Healing Rain	Heal		
				-	-	-		
A	ffinities/F	lesistano	es	-	_	-		
Phys.	100%	Fire	100%			_		
Water	100%	Storm	100%			-		
Light	50%	Dark	150%	-	_	-		

43 I S	CR/	۱PD	R	AGON	1	SAST
Max Lv.	30	Grow	th I	Pattern	Early	
Stamina	40	Stami	na	Recovery	2.1	200
Movemen	t Spee	d	*	* *		NA.
Attack Sp	eed		1	* *	*	- ATT -
Abili	ties	Lv.	I	Max Lv.		Gems
Attacl	k	12	4	285	ine 💣	Water 🍅 Storm 🤟 Light 🍓 Neutra
Defen	se	19	7	418		Tricks

Attack	Speed	7	* * *	*	- Control	> -			
Abi	lities	Lv. I	Max Lv.		Gems				
N Atta	ick	124	285	fir	e 💣 Water 🐞 Storm 🤟 Light	Neutral			
S Defe	ense	197	418		Tricks				
Nag Mag	. Attack	90	285	Lv.	Name	Effect			
S Mag	. Defense	86	268	1	Slice 'n' Dice	Phys.			
Eva	0		268	7	Time to Shine	Supp.			
@ Acci	iracy	86	268		Darkness Beckons	Dark			
				15	War Cry	Supp.			
P	ffinities/R	esistano	.67	19	Black Blast	Dark			
Phys.	100%	Fire	100%	23	Haymaker	Phys.			
Water	100%	Storm	100%	-		-			
Light	100%	Dark	50%	-	-	-			

430 FLAPDRAGON

Max Lv.	22	Grow	th Pa	tteri	1	Early
Stamina	35	Stami	na Re	COVE	ery	1.8
Movemen	t Spee	d	*	*	*	
Attack Sp	eed		*	*	*	*
netuch 3	ccu			_	_	



	- P					*			
Abi	lities	Lv. 1	Max Lv.		Gems				
Atta	ck	92	206	Fire	e 🍅Water 🍅 Storm 🤟 Ligh	nt M eutr			
To Defe	ense	138	300		Tricks				
Mag Mag	. Attack	57	189	Lv.	Name	Effect			
S Mag	. Defense	59	189	- 1	Slice 'n' Dice	Phys.			
E va	sion	59	189	7	Time to Shine	Supp			
⊘ Acci	iracy	59	189	12	Spite	Supp			
				15	Dark Cloud	Dark			
A	ffinities/F	lesistano	es	-	_	-			
Phys.	100%	Fire	100%	-	_	-			
Water	100%	Storm	100%	-	-	-			
Light	150%	Dark	50%	-	-	-			

432 NAPDRAGON





Attack	Speed	7	* *	*	- Sagal	—
Abi	lities	Lv. 1	Max Lv.		Gems	
Atta	ick	118	267	Fire	Water 🍏 Storm 🤟 Light	Meutr
😌 Defe	ense	197	418		Tricks	
Mag	. Attack	86	270	Lv.	Name	Effect
S Mag	. Defense	86	268	1	Slīce 'n' Dice	Phys.
Eva	sion	86	268	7	Time to Shine	Supp
@ Acc	uracy	86	268	13	Mighty Light	Light
				16	Light Fantastic	Supp.
	ffinities/P			20	Twinkle Twinkle	Light
Phys.	100%	Fire	100%	24	Second Wind	Heal
Water	100%	Storm	100%	-	-	-
Light	50%	Dark	100%	-	-	-

NI NO KUNI™ WRATH OF THE WHITE WITCH



Name		Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
Aurora Curealis	0	38	Ally (All)	2.5	19	Recovers HP and cures all ailments except unconsciousness
Belly Buster	0	29	Foe (Single)	1.4	3	Does physical damage
Black Blast	-	28	Foe (Single)	1.5	13	Does darkness damage
Blunt		8	Foe (Single)	0.4	6	50% chance to decrease defense by 20%
Body Blast	•	14	Foe (Single)	I	I	Does physical damage
Bowlder	0	49	Foe (Single)	1.2	П	Does physical damage
Bracer		8	Ally (Single)	0.5	7	Defense increases 30% for 30 seconds
Bubble Bath	6	10	Foe (Arc)	0.8	7	Does water damage
Crosswind	9	27	Foe (Line)	0.8	12	Does storm damage
Cut Loose	•	10	Foe (All)	T	8	Does physical damage
Dark Cloud		13	Foe (Single)	1.1	9	Does darkness damage, with a 30% chance of blindness
Darkness Beckons	*	12	Foe (Single)	0.9	8	25% chance of inflicting unconsciousness
Demon's Fury	*	11	Foe (Single)	0.8	6.5	Does darkness damage, with a 50% chance to curse
Drop Chop	•	45	Foe (Single)	0.7	9	Does physical damage
Dropsicle	6	33	Foe (Line)	1.2	П	Does water damage, with a 5% chance to petrify
Drowsy Drops		6	Foe (Single)	0.3	3	40% chance of inflicting sleep
Earsplitter		24	Foe (All)	1.3	15	Does physical damage
Enlighten		- 11	Self	0.9	10	Magical attack increases 35% for 30 seconds
Evil Embrace	-	7	Foe (Single)	0.5	5	50% chance of inflicting a random ailment other than petrification or unconsciousness
Final Curtain		20	Foe (All)	2	18	15% chance of inflicting unconsciousness
Firewall	8	17	Foe (Line)	I	6.8	Does fire damage
Flame Fan	8	34	Foe (Arc)	1.3	9.4	Does fire damage
Fling Flame	8	4	Foe (Single)	0.4	1	Does fire damage
Generator		8	Self	0.8	8	Recover HP
Geyser	۵	37	Foe (Single)	0.9	7	Does water damage
Gust Buster	9	12	Foe (Single)	0.3	4	Does storm damage
Hailstone	6	40	Foe (Single)	0.8	6	Does water damage, with a 5% chance to petrify
Haymaker	•	41	Foe (Single)	1.2	6	Does physical damage
Healing Rain		15	Ally (All)	1.2	7	Recover HP
Healing Tear	0	4	Ally (Single)	0.2	2.2	Recover HP
Healthy Glow		11	Ally (Single)	0.6	5	Recover HP
Heat Ray	8	13	Foe (Line)	0.9	6.4	Does fire damage
Hellitosis		11	Foe (Arc)	0.7	9	40% chance to poison
Hocus Focus		8	Ally (Single)	0.5	7	Magical attack increases 35% for 30 seconds

Name		Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
Hot Huff	8	9	Foe (Arc)	0.8	5	Does fire damage
III Wind	•	22	Foe (Single)	1.1	- 10	Does darkness damage
Lease of Life	0	18	Ally (Single)	1	8	Recover HP
Leech	-	14	Foe (Single)	0.7	7	Does darkness damage. Your HP recovers equal to the amount of damage dealt.
Light Fantastic		18	Ally (Single)	0.9	10	Attack and magical attack increase 20% for 20 seconds
Light of Life	0	27	Ally (Single)	1.2	П	Completely recovers HP
Light Relief		22	Ally (All)	1.2	8	Cures all ailments except unconsciousness
Love-Struck		19	Foe (All)	1.2	П	35% chance to cause confusion
Maddening Melody		10	Self	1	10	Attract enemy attention
Mighty Light	0	21	Foe (All)	1.5	10	Does light damage
Nut Shell	8	3	Foe (Single)	1.2	4	Does fire damage
Parp		35	Foe (All)	1.4	10	Does neutral damage
Pebble Pelt	4	7	Foe (Single)	0.2	2	Does physical damage, with a 50% chance to confuse
Petrifying Poke		Ш	Foe (Single)	0.3	9	Does physical damage, with 10% chance to petrify
Petrifying Puff		18	Foe (Single)	0.8	8	25% chance to petrify
Phantom Fangs	•	26	Foe (Single)	0.7	7	Does physical damage
Pick-Me-Up		8	Ally (Single)	0.5	7	Speed increases 65% for 30 seconds
Plasma Ball	8	3	Foe (Single)	0.2	3	Does storm damage, 5% chance to confuse
Poison Pinch		5	Foe (Single)	0.2	2	Does physical damage, with a 30% chance to poison
Polar Puff	6	19	Foe (Single)	0.6	4	Does water damage, with a 5% chance to petrify
Purifying Pulse	0	6	Ally (Single)	0.2	2	Removes curse
Pyro Puff	8	20	Foe (Arc)	1.1	7.7	Does fire damage
Ray Gun	8	П	Foe (Line)	0.2	60	Does fire damage
Ray of Life		14	Self	0.6	5	Recovers HP and cures all ailments except unconsciousness
Ray of Light	•	18	Foe (Line)	0.5	7	Does physical damage
Razzle Dazzle		6	Foe (Single)	0.2	2	50% chance of inflicting blindness
Restorer Aurora		35	Ally (All)	3.2	21	Recover HP
Rise and Shine		3	Ally (Single)	0.2	2	Removes sleep
Rock-a-Bye Baby		16	Foe (All)	1.2	П	35% chance to cause sleep
Rockfall	•	20	Foe (All)	1.1	13	Does physical damage
Rolling Stone	1	16	Foe (Single)	0.5	5	Does physical damage
Roly-Poly	0	15	Foe (Single)	1.2	1.5	Does physical damage
Sabotage		8	Foe (Single)	0.4	6	50% chance to decrease defense 30%
Sand Blast		5	Foe (Single)	0.2	1	80% chance of inflicting blindness
Second Wind	0	23	Ally (All)	1.8	13	Recover HP

Name		Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
See Sense		7	Ally (Single)	0.2	2	Removes confusion
See Stars	Q	9	Foe (Single)	0.2	2.5	Does physical damage, 80% chance to cause confusion
Sharpener		8	Ally (Single)	0.5	7	Attack increases by 15% for 30 seconds
Short Circuit	7	10	Foe (Line)	0.5	9	Does storm damage, with a 50% chance to confuse
Shower Curtain		21	Ally (All)	1	12	Magical defense increases by 50% for 30 seconds
Sickly Spores		4	Foe (Single)	0.2	2	60% chance to poison
Siesta Sigh		10	Foe (Arc)	0.8	9	40% chance to sleep
Slash 'n' Burn	8	32	Foe (Line)	0.8	10	Does fire damage
Slice 'n' Dice	•	33	Foe (Single)	0.8	8	Does physical damage
Sling Stone		13	Foe (Single)	0.6	6	Does physical damage
Slow Poke		8	Foe (Single)	0.4	6	50% chance to decrease defense 50%
Smash Hit	1	18	Foe (Single)	0.5	5.5	Does physical damage
Smoke Bomb		18	Foe (All)	1.3	12	50% chance to decrease speed 40%
Snowball	6	3	Foe (Single)	0.4	2	Does water damage, with a 5% chance to petrify
Snowblower	6	18	Foe (Arc)	0.9	8	Does water damage, with a 5% chance to petrify
Snowstorm		22	Foe (All)	1.4	15	Does water damage, with a 5% chance to petrify
Soulshield		8	Ally (Single)	0.5	7	Magical defense increases 70% for 30 seconds
Spire of Fire	8	16	Foe (Single)	0.7	3.2	Does fire damage
Spite	-	6	Foe (Single)	0.3	3	50% chance to curse
Splish Slash	6	7	Foe (Single)	0.4	2.5	Does water damage
Stalagmitts	0	23	Foe (Single)	0.5	5.8	Does physical damage
Super Slash	1	47	Foe (Line)	1	11	Does physical damage
Thunderbolt	8	15	Foe (Single)	0.5	6	Does storm damage, with a 5% chance to confuse
Thunderspark	9	3	Foe (Single)	0.2	3	Does storm damage, with a 5% chance to confuse
Thunderstorm	8	19	Foe (All)	1.2	16	Does storm damage, with a 5% chance to confuse
Time to Shine		18	Self	0.9	10	Attack and magical attack increase 20% for 20 seconds
Towering Inferno	•	38	Foe (Single)	0.9	5.4	Does fire damage
Tricksy Nixy		10	Foe (Single)	0.4	6	70% chance of inflicting nix
Twinkle Twinkle	0	32	Foe (All)	2.2	16	Does light damage
Twister	9	36	Foe (Single)	0.7	8	Does storm damage
Upsy-Daisy		15	Ally (Single)	1	10	Cures unconsciousness
Wallop	1	38	Foe (Line)	1.8	4	Does physical damage
War Cry		11	Self	0.9	10	Attack increases 20% for 30 seconds
Water Bomb	6	4	Foe (Single)	0.4	2	Does water damage
Water Cannon	0	28	Foe (Line)	1.3	12	Does water damage

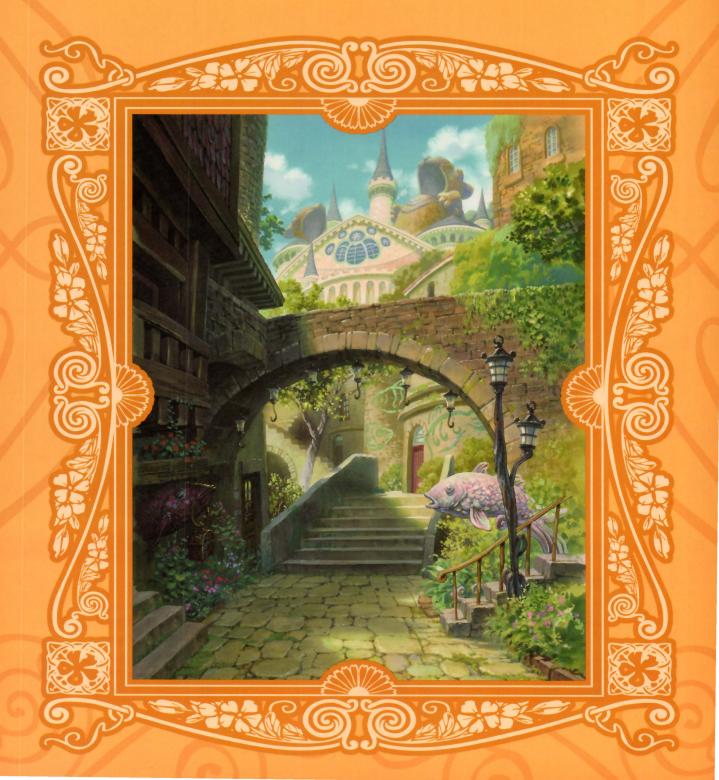


Name		Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
Waterspout	6	14	Foe (Line)	1	9	Does water damage
Whirligig	8	4	Foe (Single)	0.2	3	Does storm damage
Whirly Whirlies	9	21	Foe (Arc)	0.7	П	Does storm damage
Wind Tunnel	8	33	Foe (Line)	0.9	13	Does storm damage
Yoo-Hoo		6	Self	0.5	10	Attract enemy attention

Miracle Moves

Name		Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
Black Hole	*	-	Foe (All)	2.5	0	Does darkness damage, with 100% chance to cause blindness
Bolt Shower	8	-	Foe (All)	2.5	0	Does storm damage, with a 5% chance to confuse
Conflagration	8	-	Foe (All)	2.5	0	Does fire damage
Glacial Rain	0	-	Foe (All)	2.5	0	Does water damage, with a 5% chance to petrify
Groundswell	0	-	Foe (All)	2.5	0	Does physical damage
Ice Age	0	-	Foe (All)	2.5	0	Does water damage
Impunity		-	Self	2.5	0	Automatically evades enemy attacks for next 8 seconds
Inner Strength	0	-	Self	2.5	0	Increases attack 35% for 30 seconds
New Dawn		-	Ally (All)	2.5	0	Recovers HP and cures all ailments except unconsciousness
Power Surge	0	-	Foe (Single)	2.5	0	Does physical damage
Primal Roar	0	-	Foe (All)	2.5	0	Does physical damage
Prism Guard			Self	2.5	0	Increases defense 50% for 30 seconds
Reaper		-	Foe (All)	2.5	0	70% chance of inflicting unconsciousness
Rosy Glow		-	Ally (All)	2.5	0	Recovers HP and cures all ailments except unconsciousness
Slash Dance	0	-	Foe (All)	2.5	0	Does physical damage
Song of the Soul	0	-	Self	2.5	0	Increases magical attack 50% for 30 seconds
Splashdown		-	Foe (Single)	2.5	0	Does water damage
Sporestorm		-	Foe (All)	2.5	0	80% chance of inflict a random ailment other than petrification or unconsciousness
Stony Gaze	*	-	Foe (All)	2.5	0	70% chance to petrify
Time Flies		-	Ally (All)	2.5	0	Increases speed 80% for 30 seconds
Volcano	8	-	Foe (Single)	2.5	0	Does fire damage
Whirlwind	8	7-	Foe (All)	2.5	0	Does storm damage

Walkthrough Walkthrough



Walkthrough



Places of Interest

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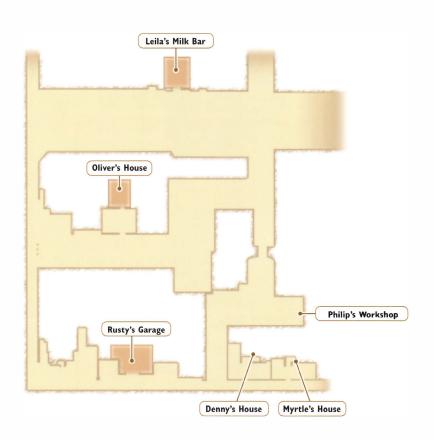
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Prologue

Motorville

It's another beautiful day in Motorville for young Oliver, full of childish mischief and wonder. Ni no Kuni's opening section is simple and straightforward; just follow the yellow Guiding Star as it leads you on an introductory tour of Oliver's hometown and circle of friends.





01 Philip's Big News



02 Home to Mother

After completing the day's errands at Leila's Milk Bar, chase after Philip to find out what he's so excited about. Then head home, following the Guiding Star on the map in the upper-right corner of the screen. Feel free to speak to the citizens of Motorville that you pass, but don't expect to get too much in the way of useful information out of them—there are no items to find or tasks to perform in this section of the game.



Tip

When you arrive home, you gain the ability to open the Main Menu with

. Once the menu is open, you can press

. START to save your progress.









In the wee hours of the night, sneak out of Oliver's house and follow the mini-map arrow to Phil's garage. Philip then sends you to act as a lookout on the road to the south (once again, follow the Guiding Star) as he puts a chain of events into motion that will change Oliver's life forever.







After a series of event scenes, a stuffed toy named Mr. Drippy points the way to Oliver's destiny. The first order of business: Go downstairs and search your fireplace for a copy of The *Wizard's Companion*, a book that will prove an invaluable resource on your journey. (You can select it from the menu whenever you'd like to read it.)



The Wizard's Companion







05 For Want of a Wand



06 A Gift from a Girl?

Next order of business: Acquire a magic wand. Follow Drippy around, talking to him whenever he stops. After your second conversation, he unlocks the Bottomless Bag in the Main Menu. Next, follow the Guiding Star to that mysterious girl with green hair, who gives you a cryptic bit of encouragement and then leaves a gift behind when she disappears. Take your old stick to the town square and use it to cast the Gateway spell from The Wizard's Companion. Say goodbye to Motorville and hello to destiny!





Chapter I - The Northern Summerlands

Welcome to the other world, where the air is cleaner, the colors are brighter, and the views are absolutely stunning. But this is no place for tourists; only the strong can survive here, and Oliver's mettle will be tested from the moment he arrives.

The Rolling Hills



The Rolling Hills Forage Points

- 1 Plainswort (25%), Rings-a-Bell (25%), Gnomebeard (25%), Angula (25%)*
- 1 Rings-a-Bell*
- Wetstone*
- Sturdy Shinbone*
- § Jade Marble*

- Springwater 1 Plainswort
- Springwater
- Booster Shoots
- Plainswort ừ Booster Shoots

*Not yet accessible

The Rolling Hills Hidden Treasures

- Slices of Pie x2 1 Supple Leather
- 🕦 💊 Wooden Sword
- Sour Sundae
- 5 Sars of Chocolate x2 6 ♣ Cakes x2
- White Bread

- - 🧿 💊 Well-Worn Sword

 - 🕕 🥞 Giant's Tooth

 - 🐠 🤩 Wildflower Sundae*

* Not yet accessible

Places of Interest

- Deep Dark Wood
- Forest Glade
- Forest Glade

Supple Leather

- 🔟 🧻 Iced Coffee
- Planetdrop*
- 🚯 🥝 Babana Flan*

N Ding Dong Dell

V Golden Grove

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A	089	SLEEPEAFOWL		
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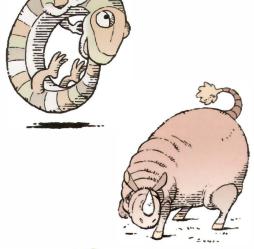


07 Another World

Your first battle shouldn't be a difficult one. Have Oliver repeatedly select the Attack command, and cease your savage ruff-pummeling only to pick up the shining HP- or MP-restoring glims that emerge from your foe. *Ni no Kuni* differs from most traditional RPGs in allowing you to move freely around the battlefield with the left analog stick, but it's hard to attack effectively while moving away from your foe. Stay in the poor ruff's face unless you have a good reason to move around.









After the battle, Drippy gives you three loaves of white bread, a basic HP recovery item. You're then free to explore the rolling hills of the northern region of the continent known as the Summerlands. The enemies here can wear Oliver down, so you don't want to spend too much time out in the open, but you can certainly afford to take a few detours, like walking a few steps to the west, where you can find some booster shoots (an alchemy ingredient with no immediate use) by searching the twinkling spot. As you approach the castle, you'll spot another twinkle in the mountains to the east; search it to turn up a plainswort flower. A little way to the north, another twinkle offers a vial of springwater.









If an enemy gets the jump on you by approaching from behind, you won't be able to take any action for the first several seconds of combat. However, you're still free to run, and can easily erase the enemy's advantage by simply fleeing until the penalty clock runs out.





You can still move for about a second after the last enemy is defeated in combat. Make sure to use that opportunity to grab any nearby glims before the battle ends!





08 The Brokenhearted

You arrive at Ding Dong Dell to find the gates locked at the whim of a brokenhearted guard who just doesn't care enough to order them opened. Drippy has seen this sort of thing before, and knows how you can find a solution: by speaking to Old Father Oak of the Deep Dark Wood.





When you leave the castle to return to the world map, the twinkling forage points have reset, allowing you to claim their contents once again.



The Deep Dark Wood is northwest of the castle, at the northern end of your map. The route looks fairly simple, but there are several well-hidden treasures along the way. (Unlike twinkling forage points, hidden treasures cannot be seen on the map; you have to search at particular places to find them.) Most of the hidden items are alchemy ingredients and familiar treats that will be useful later in the game. However, the next area will be quite a bit easier if you at least take a brief detour to grab a well-worn sword.

As you travel northwest from the castle to the entrance to the Deep Dark Wood, you pass a large lake with a twinkling point on its east bank. Cross the river that feeds into the lake to forage that twinkle for more springwater. To the west (directly north of the lake) you'll see a natural rock platform held up by one thick chunk of bedrock and three thin pillars of stone. Search between the central pillar and the bedrock to find the well-worn sword. Oliver can't wield a sword, but you'll soon make a friend who can.





After getting the third hidden item to

the west of the castle, cross the bluff to

You're free to pick up these items whenever you like; there's no need to do so immediately. Keep this list in mind for the next time you feel like exploring or want something to do as you grind for money and experience points from the local fauna.



the north to reach the other side of the castle. At the small lake northwest of the castle, search the bank near the waterfall to find a sour sundae.



There's a small bridge directly north from the seventh treasure and directly south of the entrance to the Deep Dark Wood. Follow the river to the west, and search at the point at which it turns into a waterfall that flows off the map for a piece of supple leather.



From the castle, head south by southeast towards the beach. On the way, there's a grove of trees enclosed by a shallow bluff, with a single tree just outside of the grove. Search in the center of the grove for two pieces of pie.



Northeast of the fourth treasure, at the east rim of the crater with the waterfall, a single tree stands apart from the thicket. Examine it to find two pieces of chocolate.



Southeast of the entrance to the Deep Dark Wood is a natural rock platform held up by three pillars of stone. Search between the central pillar and the main rock structure to find a well-worn sword.



West and a little south of the castle, there's a chunk of giant-creature rib cage and a few stray ribs sticking out of the ground. Search the stray rib nearest to the rib cage to find a piece of supple leather.



There's a plateau northwest of the castle and south of the river. Search the bones there for two cakes.



Three rib bones stick out of the grass southwest of the entrance to the Deep Dark Wood. Search the middle of the three bones to find an iced coffee.



On the west coast of the moat around the castle, search at the top of the waterfall to find a wooden sword.





Draw a line west from the castle and another line south from the entrance to the Deep Dark Wood. There's a small bluff where the two lines meet; search at the top of the bluff to find a loaf of white bread.



Follow the east border of the map north to the giant lake in the northwest corner of the area. Search along its southeast bank to find a giant's tooth.



The Deep Dark Wood



x0

Fire



09 Old Father Oak

Save your game at the waystone before following Drippy to the northwest comer of the woods. There you'll meet Old Father Oak, who gives you a page of *The Wizard's Companion* that changes everything. With the Form Familiar spell, Oliver no longer needs to get his hands dirty in battle; one of the game's hundreds of familiars will happily fight on his behalf. Cast the spell now, and you'll be joined by a humanoid familiar known as a mite. This little guy is one heck of a fighter, and will likely prove a treasured companion for the entirety of the game, so treat him right!



Form Familiar spell





Now that Oliver can back away from the front lines of combat (where he'll be quickly outclassed by his mightier mite), he can ease into a support role, healing when his team's shared HP drops dangerously low or picking off foes with an elementally advantageous spell. Old Father Oak will get you started on this new vocation with the Healing Touch and Fireball spells.



Healing Touch and Fireball Spells

In your first battle, against a pair of teeny boppers, have your mite use his Cut Loose trick to deal heavy damage to both foes. Next, switch to normal attacks and try to pick off the more heavily wounded of the two foes first.





If you got the well-worn sword on the world map, select your familiar from the Friends & Familiars menu and equip the sword to his weapon slot for a meaty +6 strength boost.



Tracking the Guardian

After the first battle with your companion, you can now explore the east side of the forest, but don't expect it to be easy; if you aren't yet level 4, the first several battles could prove challenging. Until you get stronger, stick close to the waystone at the entrance of the Whispering Waterfalls and run back to it to heal and save if you take a beating. Make sure to pick up the loaf of white bread from the first chest to restore your health if needed.

There are several things you can do to give yourself an edge in combat. On the field, try to approach foes from behind, which will allow you to get a full turn of attacks in before they can react. If you get hurt in combat, just switch back to Oliver, have him run away, and cast Healing Touch. This strategy won't be as effective later in the game, but at this point your enemies are slow and lack projectile attacks, so there isn't much they can do when you create a lot of distance between you and them. Finally, when facing two or more foes, you can even the odds with a quick Fireball spell before you send your mite out to attack. This strategy is most effective against whippersnappers, who are weak against fire-type attacks.





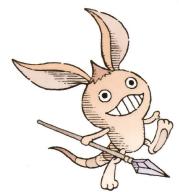
The path through the woods is linear until you hit the fork past the second treasure chest (the one that contains a bar of chocolate). At the fork, you can either go straight or hop across the river. If you do go straight, you'll find a locked chest that you won't be able to open until you learn the Spring Lock spell. So instead, hop across the river and bear to the left (east). The path seems to end at the trunk of a giant tree, but you can actually slip left around the tree to find a chest that contains MP-restoring iced coffee. Slide down the mountain, then loop around and take the other path so you don't miss the chest that has a loaf of white bread. Cross over a fallen tree that spans the raging river below and use the waystone to heal and save before tackling the first boss.





Speaking of chocolate, you should be feeding that (and other treats) to your mite at regular intervals. Treats boost the base abilities of familiars, and also their familiarity towards their owners. (As their familiarity rises, they'll be able to earn more ability bonuses from treats.) Each familiar has a favorite type of treat that's worth double points; for your mite, it's any type of chocolate. The one downside of treats is that familiars can only eat so many before they get full, so you can't just save up a bunch and feed them all at once. Instead, feed them at regular intervals and let your familiars work off their fullness on the battlefield.





Boss: Guardian of the Woods

Steadfast Defender of the Forest



You'll find the Guardian of the Woods in the clearing in the southeast part of the woods, after the third waystone. The trick to defeating him is a good defense; blocking his attacks will prevent nearly all of the damage and buy time while Drippy digs up glims on the battlefield. Until you get the message that the Guardian of the Woods is vulnerable to attack, it's best to play as Oliver, casting Fireball spells from afar.

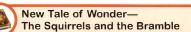


Defend whenever the boss begins using a trick, which is usually indicated by a glowing orange or white aura. If you're in the middle of an attack sequence or spell when the boss begins to prepare an attack, you can cancel out of your current action with ①. Defending is essential to winning this fight. Not only does the Guardian do a lot of damage if you don't block its attacks, but you also lose a chance to stun the forest giant.



After you successfully defend his Windfall attack twice, the boss enters a period of vulnerability and the word "chance" appears over its head. This is a great time to send your mite after the boss to deal direct physical damage with the mite's sword. Timing the switch from defense to offense is a little tricky, but you'll have plenty of time to practice. Remember that after your first opening, the Guardian of the Woods becomes vulnerable each time you successfully defend an attack.





When you return to Old Father Oak, he gives you a Locket that can hold pieces of heart, along with the Take Heart and Give Heart spells. He also sends the Telling Stone to accompany you on your travels and provide valuable "life lessons" when the game has something new to explain to you.







Take Heart and Give Heart Spells

That's quite a haul, but it doesn't stop there. Old Father Oak isn't just being polite when he tells you to visit from time to time; he'll give you task advice and presents several times throughout the game. See the full list of triggers in this chart:



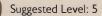
Old Father Oak Rewards

CONVERSATION TRIGGER	REWARD
Defeat Hickory Dock in Ding Dong Well	Bars of Milk Chocolate x5
leturn to Al Mamoon after curing Rusty	— (New Dialogue Only)
efeat Moltaan at Old Smoky	Phoenix Feathers x3
t sail from Castaway Cove for the first time	Bottles of Pixie Dew x3
et sail from Teeheeti after getting your ship repaired	Medal of Agility
ure Marcassin's brokenheartedness in Hamelin	Healing Tear Gem, Wizard's Companion Page*
ceive map of Magic Stones	Green Man's Cloak
efeat Cerboreas at Glittering Grotto	Nostrum
quire Clarion of the Three Kingdoms	— (New Dialogue Only)
efeat Vileheart in Miasma Marshes	— (New Dialogue Only)
eturn to <i>Iron Wyvern</i> after visiting Motorville	Great Sage's Secret
efeat Porco Loco in Hamelin	Wizard King's Secret
eturn to <i>Iron Wyvern</i> after visiting Ara Memoriae	— (New Dialogue Only)

^{*} You can collect the page of The Wizard's Companion at this point or any time after.

Ding Dong Dell

The Cat King's Castle



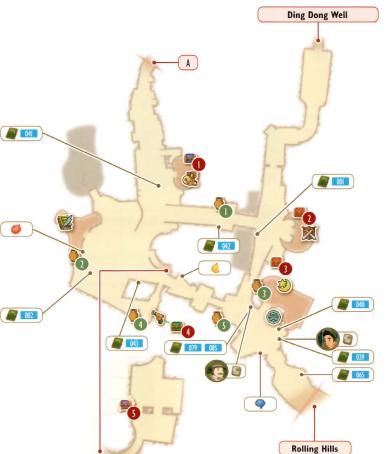












The Hootique

Provisions

ITEM	COST
White Bread	20G
Iced Coffee	200G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Bumbler Honey	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Dumpty Egg	50G
Tender Beef	60G

Map Legend

Formula
Hootique/Peddler
Cat's Cradle

Swift Solutions

Chest

Pot 🌷

Task

Z Cawtermaster

Familiar Retreat

Waystone

Enthusiasm





Love Confidence

Treasures (Chests)

🕕 🥛 📾 Sandwich	
🔾 🤩 🧱 Sundae	
🤩 🧱 Iced Coffee	

1 See-Through Pie Shining Scales

🕠 🧻 🦲 White Bread

Treasures (Pots)



0 🤩 Ice Cream

- 3 5G (60%), 10G (30%), or 15G (10%)
- 10G (60%), 20G (30%), or 30G (10%) 🚯 👶 Cake
- O Pie 1 Doison-Be-Gone

Cawtermaster

Weapons

ITEM	COST
Wooden Sword	50G
Well-Worn Sword	160G
Kitchen Knife	70G
Sharpened Stick	50G
Spiral Horn	150G

Armor

ITEM	COST			
Wooden Helmet	70G			
Leather Armor	100G			
Rustic Garb	50G			
Leafy Mantle	30G			
Wooden Shield	80G			

Accessories

WACCESSOFIES				
ITEM	COST			
Giant's Tooth	200G			

82



10 Giving and Taking Heart

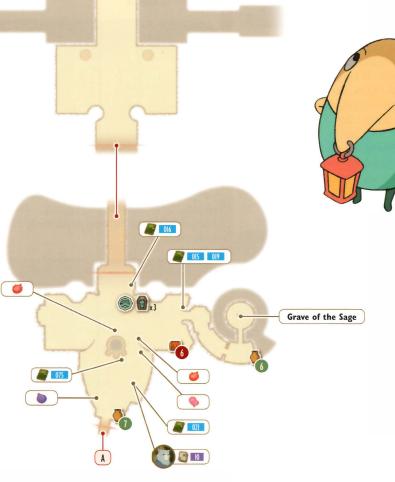
With your new spells finally offering a solution to the lazy-guard crisis, it's time to head back to Ding Dong Dell. Approach the high-spirited guard and ask his permission to help yourself to a little bit of enthusiasm. Cast Take Heart to fill your Locket with his vigor, then approach the brokenhearted guard and cast Give Heart to put the spring back in his step. Open sesame, and you're in!





The chests of Ding Dong Dell come in a variety of colors, but only the red ones can be opened at this point. You can find one inside the Cawtermaster's Store (the one that looks like a giant crow), and a second is hidden in the small yard just to the right of the store's entrance. The third is in the park on the east side of the northern part of town. There are also plenty of items to be found in the glowing pots scattered around town. Unlike treasure chests, the pots refill after a short amount of time has passed, so you can claim their contents multiple times.









1 Ding Dong Dell

After exploring the beautiful city of Ding Dong Dell, the first order of business is to get you into some decent clothes. Apparently the citizens of Ding Dong Dell can't help but become distracted by your "goofy clothes," and you won't get their help unless you can blend in. Follow the Guiding Star to the Hootique, where the Hootenanny conveniently has a set of clothes left by a traveler when he bought some new threads. Luckily, with a few alterations, they will be the perfect fit. It will take time to get the new threads tailored, so it's on to the next shop.



Next stop: Swift Solutions, the town's version of a task guild, where you can inquire about the merit card the guard at the gate mentioned. The guy behind the counter gives you a merit card that allows you to collect stamps for your good deeds, and then shows you to the Errand Board, where locals have posted their requests. View the board to get tasks 041, 042, and 043 added to your journal, then talk to the Taskmaster once more to sign up for the first bounty hunt (task 086). You can begin these tasks any time you like, and you might as well get started right away, as the cash and item rewards will come in very handy (see the "Task Journal" sidebar).





The clothes will take a day to make, so you might as well head to the Cat's Cradle inn. This is a great place to get a good night's rest, which will completely restore your HP and MP. It also advances the game's storyline and provides a few pages of area info for The Wizard's Companion.



In the morning, it's back to the Hootique, where your clothes are ready and waiting. There is no charge for the new duds, including a snazzy cape; however, thank the Hootenanny with your custom, by buying lots of treats for your mite. (His favorite is chocolate, but it's best to buy him a few of each.)



Finally, it's time to head north to the castle and speak to the king. Or at least, the king's guard... You won't be getting in to see his highness until you do a little favor for his guards first.





ERRANDS

To begin an errand, you need to speak to the client who posted the request on the Errand Board, who will appear as a flashing blue dot on your auto-map. (You can also get the errands directly from the clients without viewing the Errand Board.) You can do errands whenever you want, but it's usually best to do them as soon as possible, so you can earn the rewards early. The exceptions are bounty hunts and other errands that involve combat; if you feel underpowered relative to the creatures outside, it's best to save those until you're stronger.

Task 041—A Safe Hiding Place

Talk to the Grimalkin girl near the Hootique. She asks you to find a red earring in one of the pots in town. The pot with the earring appears in the northern region of town, in the park to the west of the fountain.



Task 042—A Splash of Color

Talk to the Grimalkin girl in the northern alley that connects the east and west parts of town. Give her two each of the plainswort and springwater you forageed from the twinkling points just outside of town (see map).

Reward: & & Wooden shield and 50G.





Task 043—Hide and Seek

Talk to the woman standing outside of the house southeast of Swift Solutions. She asks you to find her three sons and tell them to come home. Each is wounded and will need a blast from Oliver's Healing Touch spell before they'll comply. You'll find the first hanging out in the Cawtermaster's store. Take the stairs north of the mother to an elevated yard area to find and heal the second boy. The third boy is in the northern part of the map, in the tunnel that leads to the park with the waterfall. After you've healed them all, talk to their mom to claim your reward.











BOUNTY HUNTS

Task 086—Vegetable Thief

Find the gruffian near the beach southeast of town; the blue dot on your map will point you to it. (The gruffian is a white and red version of the ruff you fought at the very beginning of the game.) Even early in the game with just one familiar, this battle is quite winnable, provided you have full MP when you reach it. Have your mite use Cut Loose right off the bat, then pick off the gruffian's ruff companions. Save the rest of your MP for healing as you trade blows with the vicious but not particularly hardy gruffian. Report your triumph back to the Taskmaster at Swift Solutions to claim your reward.





12 King Tom's Beloved Fish

The king's beloved red herring has gone missing, and you're not getting into his castle without it. First, follow the Guiding Star to the pond north of the Swift Solutions shop. Hop out on the logs and scan the pond until the fish appears. After it slips away, head to the pool surrounding the monument in the northern part of the map and grab the fish there. Bring that to the guard, and he'll let you into the castle.





Look behind the monument in the area where you found the red herring, and a ghostly boy named Horace will hand you the Spirit Medium spell. Cast it immediately to converse with your mysterious new friend, who is none other than the Great Sage Horace. Horace appears in every town, always with new spells to share, but only if you successfully found him in the last one.



Spirit Medium Spell







3 In Need of Enthusiasm

To become a proper wizard you need a more powerful wand than the old stick you found in Motorville. Ask King Tom if he is willing to part with his precious wand. However, like most in this world, he has been brokenhearted and is in no mood to help anyone.



Leave the castle after your audience with the king. The Telling Stone explains how to use your Locket to find people who have pieces of heart to spare. To find someone willing to spare some enthusiasm for King Tom, follow the Guiding Star to the waterway in the southern part of town. Extract some enthusiasm from little Tommy Stout, and return to the castle to share it with the king.



The king rewards you with the Spring Lock and Rejuvenate spells, and gives you his blessing to purchase equipment at the Cawtermaster's store. Visit this weapons/armor store, where you can buy armaments for your familiars. (But keep in mind that you could also get almost everything you'd want to buy as a task reward.)





The Spring Lock spell allows you to open blue chests, including the one at the Hootique (which has a sandwich) and the one back in the Deep Dark Wood (which has a piece of creamy flan).





14 The Missing King

When you return to the castle after visiting the Cawter-master, you learn the king has gone missing. Guess it will be a while before you get that wand King Tom promised as a reward. The king's disappearance is a total mystery, but could a clue await in the other world? Cast Gateway to find out!



Back in Motorville, head west to Leila's Milk Bar. There's no sign of Timmy Toldrum the cat there, so return to your home, where the mysterious girl with green hair meets you on the porch. The girl—who's apparently named Pea—will be happy to lead you to Timmy. When you find him, take him back to Leila's Milk Bar, where you get the clue you were waiting for. Warp back to Ding Dong Dell to begin your search for King Tom.



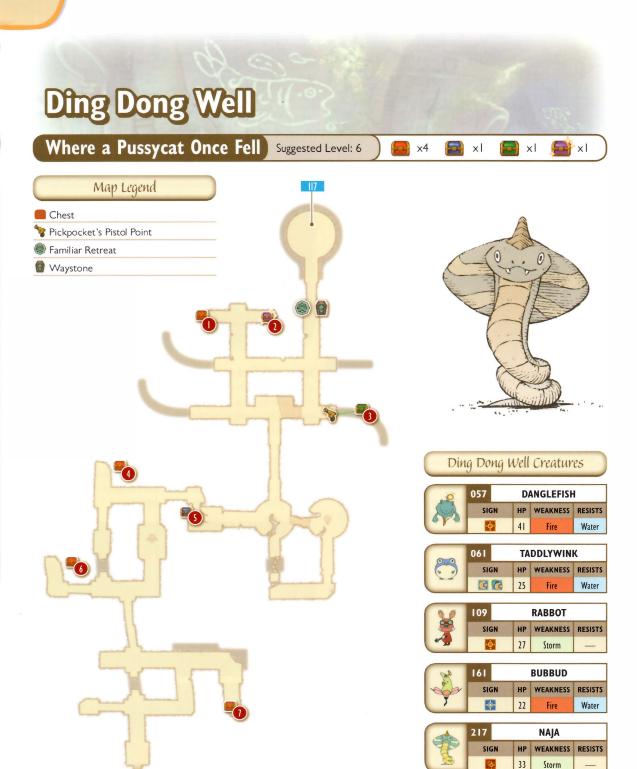


Speak with Tommy Stout (the boy who shared his enthusiasm with the king) outside of the city's waterway. He confirms that the king has gone inside and then lets you use his familiar, a thumbelemur, during your hunt. The entrance to Ding Dong Well is just ahead, and can be opened with your Spring Lock spell. But before you go inside, rest up at the inn, make sure you have a few extra iced coffees in your bag, and finish off the errands available in town; among the rewards is a leafy mantle that will boost your new thumbelemur's defense.





Ding Dong Dell



Sandwich

4 🕒 🔲 Iced Coffee

1 Slackwyrm Claws

Water Bomb Gem

Ding Dong Well Treasures

🕠 🔪 🧱 Spiral Horn

1 Ced Coffee

1 Doison-Be-Gone

Mischievous Mice

Your thumbelemur will have a lot to offer in the future, but for now, using him will get you hacked to pieces. Remember that Oliver shares HP with his familiars, and using a new or low-level companion is a dangerous endeavour. Always place familiars that are not quite battle ready in the rear of the Battle Lineup and level them up until they are equal to their foes.

Stick with the mite until your thumbelemur can gain five or six levels, which he can do in the back of your Battle Lineup just as easily as he can on the battlefield. By the time he's battle ready, you should have found a spiral horn weapon from the well's blue chest that will make him even better.

Even the mite may have trouble with the enemies here if you're under-leveled, but if you don't like the odds, you can always help him out by starting the battle with a quick Fireball spell. The bubbud, danglerfish, and taddlywink foes are all vulnerable to fire and should be knocked to the brink of death in a single blast.



From the start of the well, follow the path to the east, but before it curves back west walk down a few stairs into the shallow water. Trudge through the water and follow the path to locate a platform holding a chest with a valuable iced coffee.



Head back west and continue to trek deeper into danger going north. At the first T intersection make sure to take a short detour to the east to grab a poison-be-gone from a chest. Backtrack and head north this time, going through the double doors adorned with fish.

Lighting the Way

The doors at the back of the room are locked and will remain so until you solve a simple puzzle. The room may appear to be a dead end, but take notice of the large statue of King Tom and three braziers in front of it. Use your Fireball spell to light all three braziers in quick succession. The flames won't burn forever, so be quick about it!



With all three fires raging the doors will spring open. Step through the doorway and make a quick detour to the west to find a chest with another iced coffee. Backtrack to the doorway and continue east to descend a staircase into a watery part of the well. The blue chest with the spiral horn is just behind the stairs.



East of that, you'll find another series of three braziers that need to be lit. But this time, each brazier is in a different room, making it hard to light them all before time runs out. Give yourself the most time possible by starting with the one in the southeast corner, then run north to the second one, and finally drop down a ledge and run east from there to the third.







When the large gate has been raised, run down the long staircase and travel to the northwest section to find a red chest with a sandwich and an elusive purple chest that can't be opened yet. Take the path to the east and note that there is a green chest to the south that is behind bars. It requires a special tool to spring the chest. Go north to the waystone to restore health and save before facing the troublemaker in the well.



Boss: Hickory Dock

King Hickory XVII



Hickory Dock can swing his giant wand as a bludgeon, perform Mousefire to throw fireballs, or perform a trick called Tailspin that inflicts a confusion effect. Thumbelemurs are highly resistant to confusion, and can thus pretty much ignore the Tailspin. But your thumbelemur can't block, so if Hickory Dock is casting Mousefire, quickly swap the thumbelemur out for Oliver or your mite and choose Defend. You should lead off with Oliver, or Hickory Dock will get a free hit against your familiar as soon as it is thrown out.





As long as you keep running around him, Hickory Dock won't ever be able to connect with physical wand attacks. After he swings and misses, you may be able to safely get in an attack, although you'll have to press • to cancel out of the attack sequence and run away after the first hit. But you needn't bother attempting to trade blows at all; the big damage opportunity comes when Hickory Dock attempts to cast Mousefire and fails. If a fireball doesn't come out as soon as he levels the staff at you, cancel out of your block and rush in because Mousefire is about to backfire. This leaves Hickory Dock flat on his back and completely vulnerable to a lengthy attack combo or a Fireball spell. (Attack combos are the best choice, as they're more likely to knock out golden glims.)







Frostbite Spell





Speaking of new tasks, several should now be available! You can pick them up from people on the street (glowing blue) or get them all with a quick trip to Swift Solutions. Errand tasks 001, 002, 044, 079 are on the board, as well as bounty hunt task 087.





Note

When you use the Errand Board at Swift Solutions, the task name will appear as ??? until you actually speak to the person requesting the errand.

If you completed the first batch of tasks, you should only need to do one of the new tasks to complete a merit stamp card, which you can then redeem at Swift Solutions for your first prize: We suggest the Jack Be Nimble reward, which increases your speed in field areas, making it easier to avoid combat. But if you have your heart set on a two-card item, don't worry; you can get enough stamps from this batch of tasks to get one of those instead! Whatever you do, don't miss the hidden area involved in task 044, which also contains a pair of chests, one of which you can now open to get a defense-boosting badge for your mite.

After completing all the tasks, make sure to visit the final villager who has enthusiasm to spare and take a piece of heart for the road. You never know when some enthusiasm will come in handy, and you won't want to have to backtrack for it.





ERRANDS

Task 001—The Procrastinator

A brokenhearted man is staring at the water wheel across from the Cawtermaster's store. Restore his enthusiasm with a piece of heart gathered from one of the three enthusiastic villagers in town, two of which can be found in the northern part of the map.

Reward: ()

Loaves of white bread x3 and 30G.



Task 002—The Idle Wife

A brokenhearted woman holding a basket is right outside of Swift Solutions. Restore the washerwoman's enthusiasm with a piece of heart gathered from one of the remaining enthusiastic Ding Dong Dell Dwellers, one of whom is sitting on a bench a few steps away.

Reward: 🚇 🊇

Bars of chocolate x3, flans x3, and 30G.





Task 044—Forest Folk

Half the challenge of this errand is finding the task-giver, who lives outside of any major settlement. Leave Ding Dong Dell and travel through the valley to the east. At the heart of the deep forest at the eastern rim of the Northern Summerlands area, you'll find a small encampment with a blue chest, a green chest, and a boy who's tired of his home being attacked by rhinobores. Accept the task and leave the area, and you'll see the five rhinobores he's talking about on the world map. At the point at which you unlock this task, you should already be plenty strong enough to beat them, but for an added edge, circle behind the slow-moving creatures to start the battle with a free turn. Also, don't miss the blue chest with a battler's badge in the encampment!

Reward: @ @ @ @ Bottles of iced coffee x3 and 50G.



Task 079—Notes from the Hills:

A well-dressed man outside of the inn has dropped his diary...somewhere. You can find it out on the world map; head northwest from Ding Dong Dell, towards the backwards-L-shaped river. There's a small island with two trees at the corner of the L, and you can find the pages by searching between the trees.

Reward: 🔬 🏵 🥹 Giant's tooth and 50G.



BOUNTY HUNTS

Task 087—Travelers' Torment

To find your second bounty hunt, head due west from Ding Dong Dell to a bluff with a giant skeletal rib cage near the river. As in the last bounty hunt, it's best to start the battle against the grumpeafowl and its sleepeafowl friends with your mite's Cut Loose attack, which will help you even the odds.

Reward: 🛞 🚇 Salted ice cream and 80G.



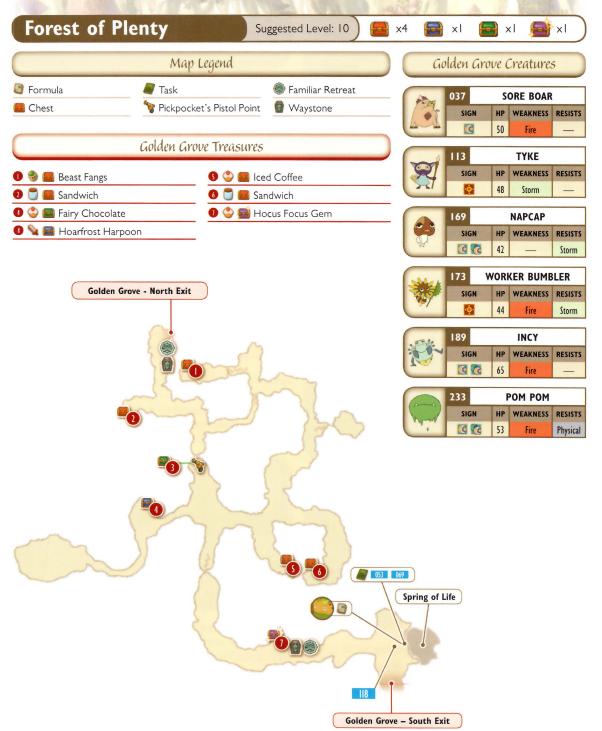




While you're out completing tasks, why not stop in to the Deep Dark Wood to visit Old Father Oak? Tell him of your adventures and he'll reward you with five milk chocolate bars that will delight your mite. Also, you might as well track down the area's one blue chest and cast the Spring Lock spell to earn a nice creamy flan.



Golden Grove



The Wand One Wanted

You'll find the entrance to the Golden Grove southwest of Ding Dong Dell. It's the grove of trees that's, well, golden colored.



In the northern part of the grove take the path to the west at the first intersection to find a chest with a sandwich. Travel back to the intersection and make your way northeast to a series of giant mushrooms. Jump across the set of makeshift stairs and go west to another outcropping of shrooms to acquire the beast fangs in the chest east of the waystone, Make a mental note of the broken robot beside the chest; that will be important later.





Run back to the east, then south past another set of mushroom platforms, to find a circular detour in the path. The branch to the east has a chest with a sandwich, and the one on the opposite side has an iced coffee. After the brief detour, run towards the clearing in the westernmost part of the map, but be sure to stop along the way to find an alcove with a blue chest that has a hoarfrost harpoon. In the peaceful area of the forest is a tree with a familiar egg. Examine it, and then cast your Rejuvenate spell to hatch it.



The seed sprite inside of the egg goes running off to the east; travel back that way and you'll eventually spot it again. When you do, follow it to the northeast up the mushroom stairs, where it finally joins you and teaches you the Quicken Growth spell.





Quicken Growth Spell

Return to the center of the grove, where you first caught up with the seed sprite, and use your Quicken Growth spell on the undernourished mushrooms to the south and north. The ones to the north lead back to the entrance, making a nice shortcut for future trips.



If you haven't already done so, get the hoarfrost harpoon from the blue chest and make sure it is equipped by the seed sprite. The harpoon's water-type attacks won't be useful against anyone in the Golden Grove but will come in handy against certain enemies in the next area of the game. Follow the mushrooms to the south to reach another waystone, followed by the boss of the area.



Guardian of Golden Grove



In the first part of the battle, cast spells from a distance to safely whittle down Gladiataur's HP. However, don't burn through all your magic when your familiars can do a pretty effective job of dealing with the beast by dodging its charging attack and retaliating with a few of their own to its side or back. You'll take a few hits in return, but that's fine; Gladiataur is slow, so you can always run away from him to heal or gather glims.





Just make sure to have Oliver or your mite defend when Gladiataur begins charging up his Everblade attack, which can hit you anywhere on the battlefield.



When you knock off half of Gladiataur's HP bar, he tosses his sword and shield away and gets a big power boost. Now you have to fight a lot more carefully, as failing to defend a special attack like Headlong Rush could be game over, and you might even take double-digit amounts of damage even with a successful defense. So don't wait till you're low on HP to start healing; you never want your HP bar to drop below half! If you've got MP to spare, keep your distance and blast your foe with spells; otherwise, make sure to use your familiars to run and attack from the back and sides.



You won't have to stay in this mode for long, though. When Gladiataur is down to 30 percent of his HP, successfully defend against one of his special attacks, and then Drippy will throw Gladiataur's shield to stun him for several seconds. Your thumbelemur is probably your fastest attacker, so have him get in there to finish the boss off.





Gladiataur

After the battle, cast Rejuvenate on the dried-out spring to unlock another *Wizard's Companion* page, then head south to the Shimmering Sands to locate Al Mamoon.





New Tale of Wonder—The Shepherd-Boy

Chapter 2—The Southern Summerlands

Now that you've found a proper magic wand and saved the king of Ding Dong Dell, you're ready to resume your task to become a wizard and find the Great Sage Alicia. Your best hope for achieving both is to speak with Rashaad, one of the other Great Sages who lives in Al Mamoon. Pack some sunscreen: The desert that surrounds Al Mamoon is a an extremely hot and exhausting place.

The Shimmering Sands



Places of Interest

- Golden Grove
- Forest Glade
- Temple of Trials
- IV Al Mamoon
- Old Smoky
- VI Alchemist's Cave
- Castaway Cove



Note

The treasures near Old Smoky (20 and 21) and those by Castaway Cove (25 and 26) can not be acquired until after you complete events in Al Mamoon.

The Shimmering Sands Hidden Treasures

- 🚯 💊 Spiral Horn
- [™] Glowcaps x2
- Pieces of Shadowglass x2
- Carrot Cakes x2
- **100 100**
- 10 Na Burning Blade

- Phoenix Feather
- Sturdy Shinbone
- Sturdy Shiribone
- 🔞 👣 Shinbone Shield
- 🐠 👽 Hallowed Habit
- 3 Strong Coffee

🐠 🤩 Salted Ice Cream

- 3 Noble Attire*
- ® \$\rightarrow\$ Firewall Gem*
- Bars of Milk Chocolate x 10*
- Breeze Cake*
- 🕦 鸀 Pointy Hat*

*Not yet accessible

The Shimmering Sands Forage Points

● ■ Glowcap	
1 🗑 Shadowglass	
3 🗑 Bass Bell	

3	*	Bass Bell
4	*	Jade Marble
5	*	Baneflower

6	*	Springwater	

0 👻		Glowcap
0	1	Chadowali

Baneflower Spicy Seed*

■ Spicy Seed* Spicy Seed*

B		Shadowglass
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■ Rings-a-Bell Shadowglass

* Only accessible during task 048

The Shimmering Sands Creatures (Northern Region)

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	Physical	

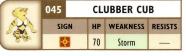
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	SIGN	HP	WEAKNESS	RESISTS
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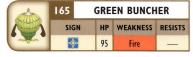
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	167 UNDERRIPE BUNCHER				
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74	180	CI	ROWHAWI	(
50 5	SIGN	HP	WEAKNESS	RESISTS
37		65	Storm	

	225 DINOCEROS			
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(XX	285	BONEHEAD				
TYN	SIGN	HP	WEAKNESS	RESISTS		
122 V	©	75	Storm	Physical		







The Shimmering Sands Creatures (Southern Region)

20 0	005	Pl	JRRLOINE	R
	SIGN	HP	WEAKNESS	RESISTS
N	©	134	Water	_

(U	085	٧	WHAMBAT		
	SIGN	HP	WEAKNESS	RESISTS	
W		124		Storm	

993	137	ONOLITH		
	SIGN	HP	WEAKNESS	RESISTS
LI	.	65		Physical

(4)	009	Н	OG-GOBLII	N
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Make to	174 DRONE BUMBLER			
	SIGN	HP	WEAKNESS	RESISTS
10	4	177	Fire	Storm

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•	118 TURBURN				
	SIGN	HP	WEAKNESS	RESISTS	
1	· .	165	Water	Fire	

	249	SHONKY-HONKER		
S-1	SIGN	HP	WEAKNESS	RESISTS
- CO	-\$- - \$-	141	_	-

16 The Wand One Wanted (continued)

To reach Al Mamoon, you'll have to cross the Shimmering Sands in the southern part of the Summerlands. We'll cover this area in more depth later; for now, the priority is to rush through it and reach Al Mamoon as quickly as possible. The enemies here are tough, and for reasons that will soon become apparent, it isn't to your advantage to grind for experience or hunt for hidden treasures at this point in the game. Simply make your way southeast to the desert, and continue southeast to reach the green oasis of Al Mamoon.





You won't be able to avoid fighting entirely, especially against zippy foes like clubber cubs. Fortunately, they usually fight solo, and having your thumbelemur Psyche Up and wield Go Wild! against them can keep them from doing too much damage.



HIDDEN TREASURES IN THE SHIMMERING SANDS

There are several hidden items buried in the Shimmering Sands, but they're difficult to reach, and nothing is going to give your party a significant boost the way the well-worn sword did in the Rolling Hills. But if you're looking for something to do as you explore the area or grind for experience, you could do worse than hunting down a few hidden treasures.

Head west from the Golden Grove, following a thin trail to the coast. Search at the easternmost tip of the continent to turn up another spiral horn.



Travel southeast from Golden Grove, and when the grass gives way to desert, turn to the northeast. Search at the end of the desert path to turn up a pair of glowcaps.



(17)

In the northeast corner of the desert, search near the large dandelions northwest of the two rock formations to find two pieces of shadowglass.



(18)

There's a tall dune directly southeast of Al Mamoon. Search the giant dandelion-esque plant by the rock formation at its top to turn up two pieces of carrot cake.



(19)

Head southeast into the desert from the entrance to Old Smoky. You'll pass two small buttes sticking out of the desert. Search the shadowed side of the second butte to find 100G.



(20)

On the trail to Old Smoky, stop at the first small stream of magma you pass, and search near the part where it looks deepest and brightest to turn up a burning blade.



(21)

Follow the river of magma directly east of the entrance to Old Smoky, and search when you hit a dead end to turn up a phoenix feather.



(22

The Shimmering Sands desert is bordered by a wall of flat rock plateaus to the south. The enemies up there are tough, so you aren't really supposed to get there yet. But if you really want to, there's a ramp in the grassy region to the south of the desert that will let you get on top of this wall, allowing you to reach one of the two hidden treasures in the plateaus. Head west along the top of the wall, then north to its northernmost rim, and then continue west until you hit the dark mountains of the Old Smoky region. Travel south along those mountains, then make your way through the southwest plateaus. At the west edge of the low plateau north of the ocean, you can dig up a sturdy shinbone. Man, that was a lot of effort for such a simple reward!



(23)

Enter the wall of rock plateaus southeast of Al Mamoon from a ramp at the northern end. Bear right and travel up the plateaus until you reach the highest one. Search at its southern tip, just north of an inaccessible cave entrance, to find a shinbone shield.



(24)

Enter the wall of rock plateaus southeast of Al Mamoon from a ramp at the northern end. Bear left as you travel south along the plateaus until you reach a long, grassy ridge. Search at its southern tip to turn up a hallowed habit robe.



(25)

Go to the southwest corner of the region outside of Castaway Cove. Stand in the center of the circular plateau overlooking the region and search to dig up a strong coffee.



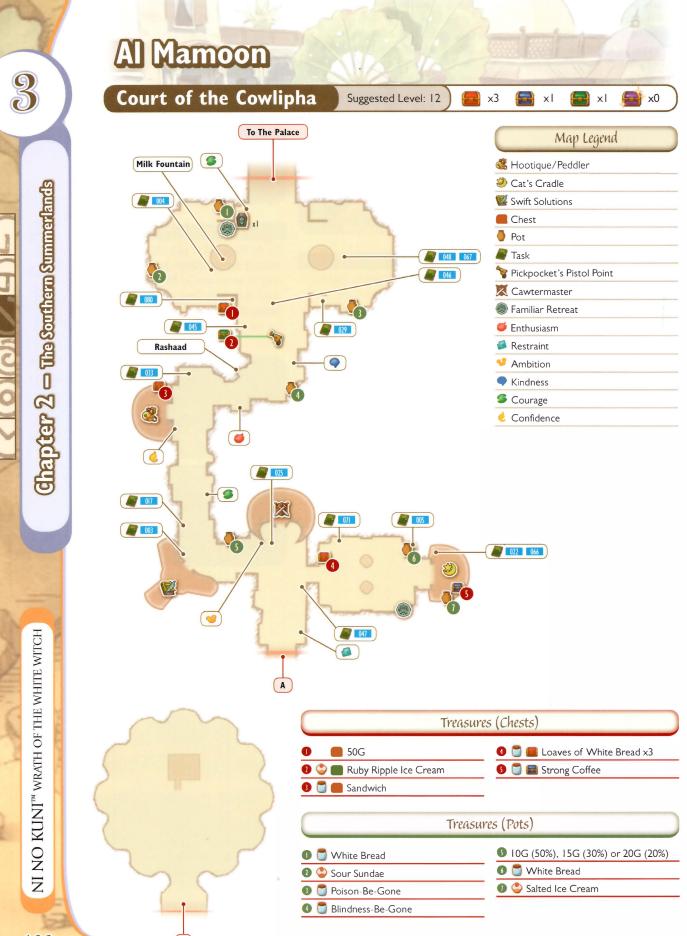
(26)

Use the Bridge spell to cross over to the peninsula east of Castaway Cove. Travel along its eastern coast to the wooded region in the south. There's a clearing between the trees on its west beach where you can dig up two salted ice cream cones.









The Hootique

Provisions

FIOVISIONS	
ITEM	COST
White Bread	20G
Iced Coffee	200G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

Dumpty Egg 50G Crispy Lettuce 50G Crunchy Carrot 50G Tender Beef 60G Babanas 1000 Creamy Milk 1000						
Crispy Lettuce 50G Crunchy Carrot 50G Tender Beef 60G Babanas 1000	OST					
Crunchy Carrot 50G Tender Beef 60G Babanas 1000						
Tender Beef 60G Babanas 1000						
Babanas 1000						
Creamy Milk	G					
	G					
Yogurt 50G						
Fluffy Rice 150	G					

X Cawtermaster

Weapons

ITEM	COST
Bone Sword	3200G
Flint Dagger	240G
Flint Spear	300G
Woodcutter's Ax	520G
Wooden Mallet	440G
Crude Claws	280G

Armor

ITEM	COST
Rugged Armor	280G
Merchant's Garb	130G
Mist Robes	150G
Snakeskin Cloak	100G
Leather Shield	260G

Accessories

ITEM	COST
Sturdy Scale	400G
Bravado Badge	400G
Braggart's Badge	400G
Battler's Badge	400G
Adamant Badge	400G



The chests of Al Mamoon are a little disappointing compared to some high-grade treats in the pots. Don't miss the sour sundae in the northwest part of town and some salted ice cream in the inn. Sadly, these high-grade items don't grow back the way other pot contents do.



Al Mamoon

You'll arrive in Al Mamoon to find a bustling city full of pots and chests to raid, new items to buy, and tasks to pursue. Several errands (tasks 033, 045, and 046) can all be accepted at this point, but only task 033 can be completed quickly—it's best to hold off on the other two until you've advanced the story a bit. To get your story quest rolling, talk to Rashaad at his babana stand on a corner of the town's main street. When you meet him, he seems underwhelming, but there is a good reason for his lackluster attitude. His daughter is the source of his woes, and it guickly becomes apparent that the solution to his problems lies not in this world, but back in Motorville.







18 Rashaad and Esther

After speaking with Rashaad and staying at the local Cat's Cradle inn (earning yourself a few Wizard's Companion pages as a check-in bonus), cast the Gateway spell to return to Motorville.



Regions of the World

Motorville

This time, you're looking for the blonde girl you saw peeking out of her window (called Starry Mary by Phil) at the beginning of the game. Her house is to the south, and a chance encounter on her street will help to fill in some of the details about who she is and what you're doing here.

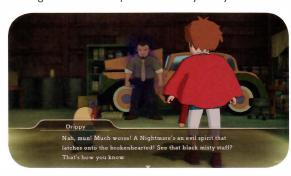


Use your Spring Lock spell to open the girl's front door... Or at least, try it and fail due to some powerful magic. When that doesn't work, head west down her street, where you run into Pea. Once Pea gets the door open, go inside and talk to Myrtle. Unfortunately the little girl is not much help in resolving the situation. It's time to speak to her father, who seems to be at the heart of all this trouble. After speaking with her, go to Rusty's Auto Repair in the southeast corner of town. Save your game outside the door—Motorville isn't as safe as you may believe it to be.

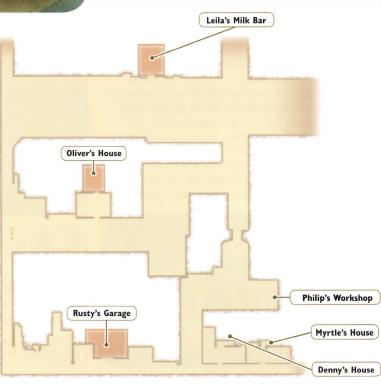




Your conversation with Rusty begins unpleasantly and ends much worse. The crazy look in his eyes, his curt treatment of his wife, and the ominous black mist emitting from his body are a pretty clear set of signals that something is seriously wrong. Rusty is not simply brokenhearted, as you have seen before. Something far more serious is affecting him, and Oliver is about to become locked in battle with the Nightmare that has possessed Rusty's very soul.







Boss: Rusty's Nightmare

Void of Kindness



This is a pretty tricky fight; the ability of Rusty's Nightmare to spray waves of poison with its Foul Fumes move makes it difficult for your familiars to deal damage without taking a ton of damage in return. Also, the purple pools of poison tend to linger and should be avoided at all costs.



It's easier just to play as Oliver, staying far out of poison range and blasting the Nightmare with Frostbite spells. But this strategy requires an ample stock of expensive MP-restoring coffee items, so if you don't have enough to spare, have your familiars do the attacking and switch to spell-casting only when the Nightmare's Hard Heart move sticks Oliver's team with the blindness condition (blindness doesn't affect the casting of spells).



Hard Heart takes a while to cast, so you should have plenty of time to defend against it or attempt a well-timed attack to cancel the move and possibly stun the Nightmare. The odds of pulling off a stun are fairly low, however, so consider this a high-risk, high-reward strategy. When in doubt, simply block this attack and collect any fallen glims to recharge.



A Debt of Kindness

You may have cleansed the darkness from Rusty's soul, but there's still something missing inside him. Use your Take Heart spell to fill your Locket with kindness from Rusty's wife, Betty, and the Give Heart spell to transfer it to Rusty.



Once that mends his broken heart, return to Myrtle at her home to share the good news. There, a sudden burst of courage on Myrtle's part gives you an opportunity to collect yet another new type of piece of heart. That concludes your business in Motorville, so use the Gateway spell to return to Al Mamoon and see how your good deeds have reverberated throughout the other world.



Back at the babana stand, there's lots of news and all of it's good. Esther and her familiar, a drongo, will join Oliver's party, and Rashaad agrees to personally escort you to the Temple of Trials. (He is not a controllable party member, however.) Rashaad also gives you several new spells: Puppet String, Secret Ingredient, Magic Lamp, and Pulse. Ouite a haul!



Puppet String, Secret Ingredient, Magic Lamp, and Pulse Spells



Before we run off to the Temple of Trials, let's take care of some business in town, complete some errands, and buy your drongo some gear. Errands 004, 005, 048, and 090 can now be added to your journal (even though you can't complete some of them yet), and you can fill your Locket with doses of kindness and courage from the people of Al Mamoon.



व्योग

Horace is waiting at the east fountain at the northern part of the map. When you use your Spirit Medium spell to communicate with him, Horace unlocks a page from chapter 6 of The Wizard's Companion and expects you to read the story it contains. Enter the correct answer to his reading comprehension quiz, Dragon of the West, and Horace will reward you with the Draw Poison spell. (If you miss it, you can keep trying until you get the right answer.)







TASK JOURNAL—PART 3

There are plenty of errands to perform in Al Mamoon, and half of them can be completed with ease. On the other hand, the rest provide a great opportunity to explore the Shimmering Sands and level-up your new party members. Once you've accepted all the errands and done all that you can to advance them in town, head outside to battle the 10 boneheads (for task 046) and complete a bounty hunt or two. However, you won't be able to forage all the spices near the volcano (task 048) or return to the Golden Grove (task 045) while Rashaad is with your party.

ERRANDS

Task 003—The Sheikh of Spice

This errand appears as part of another errand (see task 048).



Task 004—An Overdue Loan

In the northern part of town, a boy by the western fountain is enmeshed in a drama of childhood cruelty and stolen picture books. To resolve the situation, forage some kindness from a man near the babana stand and share it with the boy back at the fountain.

Reward: 🏵 🏵

Cups of strong coffee x2 and 100G.



Task 005—Ice Cream Dreams

The ice cream vendor outside of the inn needs a little courage to get his business up and running. You can find all the courage you need from a woman a few steps north of the local Swift Solutions.



Task 033—A Half-Hearted Hubby

The man at the corner between the Hootique and Rashaad's babana stand needs a shot of enthusiasm. If you remembered to bring some from Ding Dong Dell, you can cure him now and save the one enthusiasm-bearer in Al Mamoon (who is a few steps to the east) for task 048.



Task 045— A Lover's Lunch Basket

The husband of the woman north of Rashaad's babana stand forgot his lunchbox, and she wants you to make the delivery. Unfortunately, her husband works all the way back in Golden Grove. Once you and Rashaad have parted ways, head back to the grove and hop down the mushroom stairway past the waypoint. Head straight east from there, passing the passages to the north and south to find him. The husband gives you a message for his wife and sends you back to Al Mamoon.





Task 046— Bothersome Bone heads

North of the babana stand, a hefty middle-aged woman is having problems that can only be solved by Oliver's team hunting down and defeating 10 of the bonehead creatures that are meandering around outside of town. This task offers a fine opportunity to earn some experience for your team and collect a nice reward.



Task 048—The King of Curries

Raj, the owner of the Raj Mahal curry stand in the northeast part of town needs ingredients for an ancient recipe. The tender beef and fluffy rice are no big deal; they can both be purchased at the local Hootique. To get the spice, head down towards Swift Solutions and speak to the Sheikh of Spices with the yellow turban who is standing outside of the shop. Give him your last shot of enthusiasm (taken from an Al Mamoon pedestrian near the babana stand) to complete task 003 for the spice-maker. His enthusiasm restored, the spice-maker presents you with his own list of ingredients: spicy seeds (which can be foraged from three foraging points near the volcano to the southwest) and a turmeric root (which is dropped by an enemy known as a lumberwood). To make the lumberwood appear, you need to go to Swift Solutions and sign up for bounty hunt 088. Bring those ingredients back to the Sheikh of Spices, and he'll make your spices. Bring the spices, the beef, and the rice back to Raj at the Raj Mahal currey stand to complete the task. In addition to the task rewards, he'll throw in a free sample and allow you to buy more tikka mahala curry at his kiosk whenever you like.

Reward: 🔬 🏖 🐼

Bowls of tikka mahala x5 and 200G.





Task 071—Desert Creatures

After you complete the Temple of Trials, Derwin the researcher in the section of town outside of the inn asks for your help with his familiar research. Specifically, he wants to see green buncher and turbandit familiars, both of which can be found in the desert outside of town. It may take several tries before you're able to catch them, but the rewards are worth the trouble. Note that both familiars have to be in your party or your reserves (but not in the Familiar Retreat) to complete the task.

Reward 🚱 🚱 🚱 🚱 Stardrop, moondrop, and 500G.



BOUNTY HUNTS

Task 088—A Precious Root

(See task 048 for details on how to unlock this bounty hunt.) Your lumberwood target in this task is found just west of the entrance to the Golden Grove, on the ridge by the twinkling forage point. It fights alone, so you can beat it easily by having your thumbelemur Go Wild! or by repeatedly casting the Pulse spell. Once defeated, it drops the turmeric root needed for task 048.

Reward: 🛞 🛞





Task 089—A Duel in the Desert

The bone brigadier can be found wandering in the valley just west of the Temple of Trials. Your target and its lower-level comrades are resistant to physical attacks but can be damaged with spells or elemental-type attacks, particularly your drongo's Thunderspark trick.

Reward: 🚱 🥸

Shinbone shield and 200G.

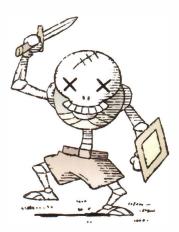


Task 090—Babana Thief

An adamantiger prowls the eastern rim of the desert and is much tougher than your previous bounty hunt targets. But since it fights alone, if you reach it with a full supply of MP you can beat it by having Oliver run around and repeatedly cast the Pulse spell to both deal damage and keep the adamantiger off-balance and unable to retaliate.

Reward: () () () () Flame robes and 300G.





The Temple of Trials

Proving Ground of the Sages

Suggested Level: 14













Test of Friendship

Test of Wits

Shimmering Sands - East

Map Legend

Familiar Retreat



The Temple of Trials

The Temple of Trials is northeast of Al Mamoon, and you won't need to walk for long to reach it. If you haven't done any grinding before you set out for the temple, make sure to do some now; you want to be comfortable with the process of giving orders and switching between your party leaders before you reach the temple. (And of course, gaining a few levels never hurts.) When you cross the valley outside of the temple, you trigger an event scene in which you receive a page of *The Wizard's Companion*.



New Tale of Wonder-My Other Self



The Temple of Trials isn't a traditional area. Instead, Sage Solomon and his assistant, Umbopa, offer you a choice of two trials, the Test of Wits and the Test of Friendship, both of which must be completed before you're given the opportunity to challenge the Test of Strength. Speak to Umbopa for a full explanation of the trials.



The Test of Wits

The Test of Wits consists of three puzzle rooms that involve the careful placement of blocks or statues. Speak to the statue (the trial monitor) near the entrance to get hints as to how to proceed, then move Oliver onto the patterned tile at the lower part of the room and have him cast his Puppet Strings spell. Puppet Strings will lock onto whatever elements of the puzzle can be moved; you can switch between them with the directional buttons and move them with the left analog stick. With a little bit of reasoning, the hints will tell you everything you need to know to solve the puzzles, so don't read the solutions here until you've tried each puzzle yourself!



6

Solution: Arrange the puzzle pieces in this order (from left to right): beast, dragon, warrior, bird.

ROOM I





ROOM 2



Solution: In this puzzle, you need to move the blocks so that they blend into the appropriate pieces of the strange face from the perspective of the game camera. From left to right, place the first block at the center of the strange mouth (just under its nostrils), the second block on the upper part of the right eye, the third block on the lower-right part of the mouth, the fourth block on the right side of the left eye, and the fifth block on the left side of the mouth.





ROOM 3



Solution: Arrange the pieces as follows. Put the beast atop the sun mark in the upper-left corner, the warrior on the moon mark to the right of the beast, the dragon on the sun mark in the upper-right corner, and the bird on the star mark that's third from the left in the lowest row.



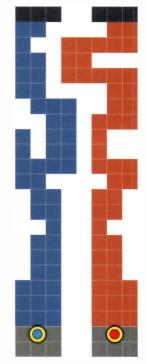
The Test of Friendship

The Test of Friendship tests Oliver and Esther's ability to cooperate, as well as your level of skill at controlling both at once. You control Oliver with the left analog stick and Esther with the right analog stick, and must guide both down a series of slim platforms without falling off. This test is broken up into three segments, and if you fail, you'll return to the start of the current segment without any penalty (you won't take damage or lose money).

To get started, position each character on the round switch to activate the maze. You have to move fairly quickly, since the platform segments disappear a few seconds after they appear, but don't run too close to the front or you may be thrown off when the platforms take a sudden turn to the left or right instead of continuing straight. It might be difficult to move both sticks simultaneously, especially when navigating around corners. If you find it tough to control Oliver and Esther together, alternate moving them in short bursts.

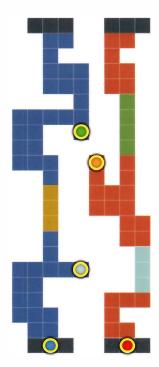








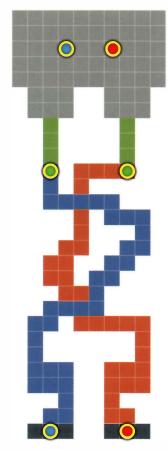
In the second segment, each character needs to hit switches to make the other character's platforms appear. The key to completing this section is that once the platforms appear, the character is free to move off the switch and progress down his or her path. For example, after Esther completes a vertical bridge for Oliver, have her run to the opposite side, ready to cross the next set of green platforms when Oliver hits his switch.



START
SWITCHES



The third segment is much like the second segment, but the character's paths now overlap, so at times Oliver will be on the right side of the screen and Esther on the left. If this becomes confusing, switch to alternating between them. You should have enough time to alternate control during the twisty parts provided you have both running together during the straightaways.



START/END
SWITCHES



The Test of Strength

Heal up and save the game before you challenge the Test of Strength, which is—as you may have guessed—a fairly tough boss fight. The Supreme Sage will raise a door from the floor, opening up the Solosseum. For now the goal is to pass the last test, but later in the game you can return to the Solosseum, which is an arena where wizards can battle in relative safety for rank and prizes.



Boss: Bashura

Final Test of the Temple of Trials



The trick to this battle is positioning; Bashura will always attack the character you are not controlling, usually positioning his shielded back towards the character you are controlling. It's important to switch leaders frequently—that way his previous target will have a chance to use healing spells or recovery items, and you can force him to waste time by moving between Oliver and Esther.



Make sure to block or evade his special attacks, like Mind Over Matter and Devastation, to avoid heavy damage and get a chance for extra glims.



Try to position your attacking familiars to the side of Bashura, where they'll be able to clear his shielded back but won't be vulnerable to his forward-focused attacks. If you're able to risk the HP, attack while Bashura readies his special attacks in the hope of pulling off a cancel that will leave him vulnerable to follow-up strikes.



Parting Gifts

After besting Bashura, Sage Solomon rewards Oliver with the Bridge and Broom Broom spells, and grants a Heart-Winning Harp to Esther. That latter item is particularly important, since it allows Esther to tame wild creatures and convert them into familiars. To give you an opportunity to try out this move, Sage Solomon arranges a battle with three of his pets—a shonky-honker, a boggly-boo, and a naiad—and whichever one you choose to capture is yours to keep. The shonky-honker is a support player that won't be too powerful in the short term but can ultimately metamorphose into a strong familiar with multiple attacks that can damage all of the foes on the battlefield—a rare and valuable asset. The boggly-boo is a powerful but frail attacker who learns a variety of elemental-type abilities that you can use to exploit enemy weaknesses. Finally, the naiad is an excellent healer who lacks offensive power but is excellent at recovering lost HP and curing status conditions.



Bridge and Broom Broom Spells



Once you've made your choice, talk to Umbopa to begin the battle. Attack your chosen creature until it falls, and then have Esther serenade it to win it over to your cause. (Note that recruiting wild creatures won't be so easy; most simply disappear when defeated and only rarely present such recruitment opportunities.)

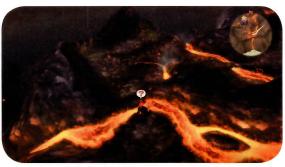


Sage Solomon isn't done with you yet. He also teaches you about the Familiar Retreat, where you can store your extra familiars. He also explains how familiar metamorphosis works, and to demonstrate the lesson, he gives you a sundrop that you can feed to your mite (as you would any other treat) to metamorphose it into a mighty mite. This resets it to level 1, which means your mite will be a lot weaker than it used to be. However, your mighty mite will ultimately grow into better stats, learn more abilities, and get more slots to equip them, so metamorphosis is well worth the trouble.

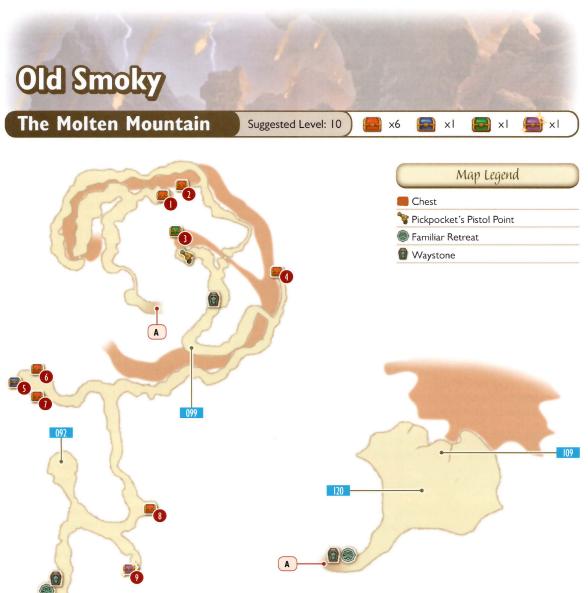


As you leave the temple and make your way back to the Shimmering Sands, Old Smoky rumbles in an ominous manner. Investigating that is your next objective, but first you may want to return to Al Mamoon to heal up, buy equipment, and accept a new errand (task 071) that involves capturing two local creatures: a green buncher and a turbandit. Catch a sunshine while you're at it, as you'll need one for a future errand. You should also be strong enough to easily handle the creatures that roam the desert, so now is a fine time to complete your bounty hunts and search for some of the area's hidden treasures.

Smoky Mountains







110

Old Smoky Treasures

- Cloud CoverStrong Coffee
- 🧻 📓 Pixie Dew

- 0 💊 🥃 Burning Blade
- Moondrop
 Spire of Fire Gem

🕡 词 🦲 Phoenix Feather

Old Smoky Creatures

	001	LITTLE BIGHORN		
	SIGN	HP	WEAKNESS	RESISTS
AND AND		104		Physical

h -	126	- 1	DEEP FRY	
	SIGN	HP	WEAKNESS	RESISTS
2	- \$ - \$ -	93	Water	Fire

	261	SHRIMPALER			
	SIGN	HP	WEAKNESS	RESISTS	
~	©	121	Storm		

795	022	RUFFIAN			
WIN	SIC	SN	HP	WEAKNESS	RESISTS
MARIE	· ģ·	Ó	107	Water	Fire

	241 HULLABALLOON				
	SIGN	HP	WEAKNESS	RESISTS	
	© ©	125	_	Storm	

(A.B.)	269	BOGGLY-BOO		
500	SIGN	HP	WEAKNESS	RESISTS
ms m	· .	97	Storm	_



Make your way west from Al Mamoon to the scorched trail that leads to the base of Old Smoky. Make sure to pick up hidden treasures 20 and 21 while you trek up the volcano. The enemies in this region of the Shimmering Sands tend to be vulnerable to water, so water-type weapons and spells will prove very effective as you battle your way through. When you reach a dead end on a precipice over a river of magma, cast the Bridge spell you received from Solomon to make a path across.



From the entrance of the dangerous area you can head north to find another broken-down robot (make a mental note of that). To the east is the first red chest, which holds a moondrop. You can use that to metamorphose your ddrongo, but you may not want to do so immediately. This

The Base of Old Smoky

The southern part of Old Smoky is a fairly conventional dangerous place, with a few dead ends that hold treasure chests and plenty of creatures wandering around. Surprisingly, only the ruffian and deep fry are weak to water, while the shrimpaler and boggly-boo share a weakness to wind-type attacks. This makes your drongo a potential MVP, as you can fill its command slots with both Bubble Bath and Thunderspark attacks, ensuring that you're almost always able to blast one foe out of the battle as soon as it begins. Make sure the character you aren't playing has been set to attack the foe with the lowest HP, so that even if your target does survive, your partner will quickly finish it off.

north to find another broken-down robot (make a mental note of that). To the east is the first red chest, which holds a moondrop. You can use that to metamorphose your drongo, but you may not want to do so immediately. This area is actually packed with drops; deep fries drop stardrops (which can metamorphose thumbelemurs), and ruffians and shrimpalers both drop planetdrops, so after a few minutes spent on Old Smoky you should be able to metamorphose anyone who's capable of it. The problem is, this is a tough dangerous area with a tough boss, and if you revert all your best fighters to level 1, you could find yourself in serious trouble. Metamorphose one at most, and save the rest for when you're back in the Shimmering Sands.



There's a purple chest south of the moondrop, but since you can't open that, head north instead, following along the west wall so you don't miss the passage that leads to three more treasure chests. One contains a set of flame robes, and the 30 percent resistance they confer to the wearer should prove useful for protecting a vulnerable familiar.



From there, head east along the river of magma, and then walk southeast around the rim of the mountain hugging the eastern wall. Make sure to grab the burning blade from the red chest at the end of the path before you cross the natural bridge over the magma river. The burning blade makes the standard attacks of its wielder deal fire-type damage, which is advantageous against no one here and a liability against deep fries, ruffians, and the boss of this area. So keep it in your inventory for now, but don't forget to equip it after you leave the area.



The Summit of Old Smoky

After crossing the magma river, loop around to the west to reach a waystone, where you'll definitely want to save your game. Shortly to the north, the path is split by a giant rock wall, with the left path leading to a cavern with an unopenable green chest. Ignore that for now, and follow the thinner path that runs along the river of lava. When the path dead-ends at the bank of the river, use your Frostbite spell to cool the rock in the center of the stream. You can then jump across it.



On the opposite bank, Drippy sounds an urgent warning: You have only three minutes before Old Smoky erupts! He's not kidding; when the timer on the screen hits zero, it's game over. (The timer pauses for combat, however, so don't feel the need to avoid foes. In fact, it's often quicker just to fight them.) Three minutes is plenty of time to reach the end, but if you miss a turn or get greedy

with the treasure chests, you could very easily meet your end here. If you are very efficient, it is possible to reach the two red chests and make it to the peak, but it is a close call. Fortunately, the timer stops when you reach a certain point near the top, and you can then go back and get any chest that you might have missed before fighting the boss. So if you make a wrong turn or get lost, skip the chests for the moment and focus on reaching the next waypoint instead.



Just after the countdown begins, you find yourself on a thin rim around the edge of the mountain, where jets of burning steam blast out through the rock. These jets won't physically damage you, although they will stun Oliver briefly. Still, if a jet has only started to expel its air, it's quicker to walk through it than it is to wait. After the wall crawl, a pathway rises up to the left to end at a red chest that contains...a strong coffee? Is that really worth risking life and limb for?



Travel west along the north rim of the mountain, then south until the path hits a dead end. Quickly look to your left (north) to spot another rock in the magma stream. Once again, use the Frostbite spell to proceed. On the other side, keep left at the fork to reach the second chest, which contains a cloud cover cape, which is a pretty sweet find. However, if you don't have at least 45 seconds on the clock, skip it for now, but make sure to come back for it. For the final stretch of Old Smoky, travel due south, traversing another thin rim lined with steam jets. At the end of that stretch, Drippy stops the counter right before a waystone. You can now go back for any treasures you missed or continue south to the boss.



Lord of Lava



The strategy for this boss battle is very clear-cut: Attack its tail! You can't specifically target its tail, but if you attack it from behind, your hits will usually land there. Moltaan's tail is a weak point that causes the creature to fall stunned after absorbing a certain amount of damage. As an added incentive, attacking from behind is also the perfect position from which to avoid its Blazing Breath and usually its Tail Flail and attacks.







However, there's no avoiding Moltaan's powerful Volcanic Roar move; try to keep its head in sight so you can guard as soon as it begins to cast it. This is a devastating move that drains HP even if you block, but failing to do so can end your game if you're short on life.



The Blazing Breath move can only hit targets directly in front of Moltaan, but the flames it sprays stay behind and keep a chunk of the battlefield ablaze. If Moltaan turns around so that its tail is in the fire, give your attackers a rest and switch to spell-casting, using Frostbite as Oliver or the Bubble Bath trick as your drongo. Defeating Moltaan earns you the Spirit of the Flame important item and another page of The Wizard's Companion.

Esther's Triumphant Homecoming

After you defeat the boss, a blue warp circle appears in the boss area, which you can use to return to the entrance of the area. From there, it's an easy hike back to Al Mamoon, where Rashaad is waiting to debrief you. He points you to your next destination, a port town to the south known as Castaway Cove, where you may be able to catch a ship to the continent of Autumnia, which is home to the Great Sage of Hamelin. But before you go running off to Castaway Cove, head to Swift Solutions to sign up for a new pair of bounty hunts (tasks 091 and 092) and get a lead on the newly available errand, task 080.





The creatures are tough in the Bayous area, and you have some difficult boss battles ahead. These post-Old Smoky tasks in Al Mamoon provide a fine opportunity to train your troops and acquire high-level supplies.

ERRANDS

Task 080—Notes from a Volcano

The rich man who lost his notes outside of Ding Dong Dell has made his way to Al Mamoon, and is now hanging out south of the cow fountain in the western part of town. He's lost his notes again, on the overworld path that leads to Old Smoky. You can find them by searching the large tree west of the second wide crack in the trail, southeast of the first river of magma.



BOUNTY HUNTS

Task 091—Merchants' Menace

This battle is quite a bit tougher than task 092; it's best to have a team that's at or near level 20 before you take it on. Travel north from Castaway Cove to what appears on your map to be a thin bridge to the neighboring landmass. That bridge doesn't exist yet, but you can make one with the Bridge spell. Cross it and travel a short distance to the southwest to where the gobfather you're hunting is wandering around a swampy field. The gobfather has two minions, and your first priority is to even the odds by blasting one of the enemies out of the battlefield with a flurry of spells. Once it's two-on-two, you'll have a lot more time for healing as you whittle down the remaining two.



Task 092—Magmadness

This bounty hunt—exclusive creature can be found in the southern part of the Old Smoky area. To find her, simply head due north from the entrance, towards the clearing with the broken robot. Your target is a powerful and resilient creature, but she's slow and relies primarily on physical attacks. Your best bet is to alternate between your drongo and Oliver, and have them cast Frostbite or use water tricks over their shoulders as they continuously run away. Your target does have an extremely powerful long-range fireball attack, so be ready to defend against it or just keep your HP high enough that it's survivable.

Reward: (a) (b) (b) (c) (d) (e) Fire seal and 600G.



- CO.	301	MA	GMOISELI	.E
	SIGN	HP	WEAKNESS	RESISTS
A		496	Water	Fire



Castaway Cove

Haven of Half-Dressed Harmony

Suggested Level: 21



















Map Legend

- Formula
- Mootique/Peddler
- Cat's Cradle
- Swift Solutions
- Chest
- Pot
- Task
- Pickpocket's Pistol Point
- Familiar Retreat
- Waystone
- Restraint
- Ambition
- Kindness
- Courage
- Love

Treasures (Chests)

- 🕕 🧅 🧱 Sweetie Pie
- 1 Fishburger
- 1 Carnation Cake
- 1 Samuel Milk Chocolate
- 🕠 🧻 🧱 Sandwich
- 🚺 🤤 📟 Fling Flame Gem

Treasures (Pots)

- 1 20G (50%), 30G (30%), or 40G (20%)
- ② Chocolate (33%), Flan (33%), Cake (33%)

Shop Data: Peddler

Provisions

ITEM	COST
White Bread	20G
Sandwich	100G
Iced Coffee	200G
Strong Coffee	800G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Yogurt	50G
Fluffy Rice	150G
Dumbflounder	150G
Glowshrimp	200G

Weapons

ITEM	COST
Sickle	420G
Roc Feather	780G
Pig-Iron Pike	750G
Iron Ax	1000G
Bullhorn Claws	440G

Armor

ITEM	COST
Iron Breastplate	600G
Rubber Robe	480G
Sea Breeze Cloak	420G
Iron Shield	700G

Accessories

•	
ITEM	COST
Fire Seal	600G
Medal of Strength	1,200G



21 The Next Great Sage

To reach Castaway Cove, travel south by southeast from Al Mamoon, slipping through the walls of rock that border the desert to reach the continent's wetter, grassier southern tip. The cove can be hard to see through the canopy of trees, but a well-worn path should lead you right to its gates. On your way to this southern section, make sure to grab hidden treasures 25 and 26 in this area in addition to tackling bounty hunt task 092. Note that you will be fighting a boss soon, so if your party is still hurting from battling the area's creatures when you arrive in town, you may want to make a beeline for the Cat's Cradle before you do anything to advance the storyline. (And of course, it's always nice to pick up the complimentary *Wizard's Companion* pages that are available at every new inn.)



Regions of the World



When you arrive in town, you spot a thief swiping a giant cauldron from a local merchant. Chase him to the tip of the dock in the northeast corner of the map, where you can recover the item and return it to its rightful owner, the peddler on the blue mat near the entrance to town. After the merchant agrees to let you keep the cauldron, you're prompted to enter a password to open it. Open The Wizard's Companion to the alchemy section (chapter 2), then go back a page or two. You'll find the password written in red on the bottom of page 74. (It's "Open Says-A-Me.") But summoning the genie is only half the solution; you also have to fight it.





Boss: Al-Khemi

Genie of the Cauldron



At the start of this fight, call out your best fighters and go to town on Al-Khemi. The genie has great range with his swiping attacks, but Al-Khemi's deadliest attack is called Al-Khombo. As he begins to cast it, he'll look directly at whichever character he intends to target with its deadly flurry of combos. Immediately take control of that character and order him or her to defend. Not only will it prevent the character from taking a ton of damage, but every hit he or she successfully blocks generates a glim, and the odds of getting a golden glim are pretty high.



After trading a few blows, Al-Khemi will toss away his scimitar and look for an upgrade with his "Alakaz...um" move, which sends him digging deep into his cauldron. If he finds a flaming sword, you're in trouble: Start fighting defensively, using elemental trick familiars or your human characters, and focus on keeping your HP up and attacking from long range. But if Al-Khemi pulls a parasol out of his cauldron, that's your cue to go all-out: Send your fighters after him to get in as much damage as they can while his offensive strength is diminished.



When you get Al-Khemi down to about 20 percent of his max HP, he'll add the Hubble-Bubble move to his repertoire. This makes him hide in his cauldron while a counter counts down for 10 seconds. You can't effectively damage him while he's hiding, so use the first several seconds to cast healing spells or buffs. But make sure to defend when there are two or three seconds left on the clock, as the cauldron will explode when the countdown hits zero.



New Formulae: 001, 002, 007, 008, 013, 018, 023, 028, 033, 038





You can't make anything too exciting with your limited selection of recipes, but if you've been diligent about foraging ingredients, you'll probably have everything you need to upgrade basic treats like ice cream and pies to more potent versions.



22 The Cauldron Thief

It feels like Ding Dong Dell all over again as the townsfolk leer and comment on your strange attire. When you head back towards the Castaway Cove docks, the governor of the city stops you to discuss the city's swimsuit-only dress code.



Better Living Through Alchemy

After you successfully prove your worth, Al-Khemi will give you a bunch of ingredients and walk you through the process of combining them into an awesome provision, sprite dew. Now you can finally do something with all the ingredients found in those twinkling forage points, in hidden treasure chests, or as enemy drops. Hurrah!

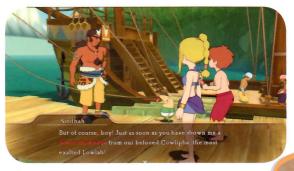


New Formula: 006



There are 134 recipes (formulae) in all, and you can either learn these recipes from the people you meet or by combining ingredients at random in hopes of stumbling onto them yourself. The Cauldron comes with a batch of recipes from Al-Khemi, and you can get another batch of 10 formulae by talking to the heavy-set woman on the boat in the westernmost pier. You can get a third batch for completing task 076, and many, many more from other characters in future towns.

After changing into your municipal swimsuit, go speak to Captain Sindbah of the *Sea Cow*, at the city's easternmost dock. He explains that if you want to use his ship, you'll need a Letter of Passage from the Cowlipha of Al Mamoon. Before you head back that direction, make sure to speak to the woman with the orange beanie who's recruiting for task 049. As long as you're headed back through the desert, you might as well complete that errand. You can also sign up for tasks 006 and 076, if you haven't already.





When you enter Castaway Cove while wearing a swimsuit, Horace will appear on the bridge that cuts north to south. When you speak to him with the Spirit Medium spell, Horace attempts to test your knowledge of the Nazcaän language. "The Tools of Wizardry" section he mentions is on page 13 of The Wizard's Companion, and if you look closely, you'll notice that something in Nazcaän has been written on the sash of the robe of the wizard. (The words coming out of the wizard's mouth are not the right answer.) Copy those down and use the decipher page selectable from the lower-right corner of The Wizard's Companion menu to decode your answer, "Finest Fiber." The reward for your efforts is the Vacate spell, which allows you to leave any dangerous area in a flash.





Vacate Spell





TASK JOURNAL—PART 5

The initial batch of tasks in Castaway Cove is quite small. There are only three people who need your help, and only two of the tasks can be completed at this point in the game.

ERRANDS

Task 006—The Fisherman's Woe

Talk to the brokenhearted man on the lower platform in the southeast corner of town. He needs courage, and you won't have to go far to get it. Use your Take Heart spell to collect the courage from the man on the boat on the westernmost pier, and then transfer it to the brokenhearted fisherman with the Give Heart spell.



Task 049—A Snazzier Swimsuit:

Talk to the woman with the orange beanie and purple sash hanging out near the entrance to town. She needs three rainbow leaves for a swimsuit design, and the only way to get them is from the floret creatures that are wandering in the Shimmering Sands. The trick to getting the rainbow leaves is defeating the florets with Frostbite spells; as the client says, they need to be frozen immediately for the leaf to be preserved.



Task 076—The Young Alchemist

After acquiring the alchemical Cauldron, speak to the young girl on the pier in the northwest corner of town. She wants you to use your new Cauldron to whip up a type of dagger known as a candle cutter. The ingredients are a flint dagger, which can be bought from the Cawtermaster in Al Mamoon, and an emberstone, which is quite a bit trickier to find. When you arrive at the island of Teeheeti in the next chapter, you'll find mohawk creatures wandering the area, and can either attempt to steal an emberstone from them or hope to get one as a random post-battle drop (which occurs about 12 percent of the time). Bring the completed candle cutter back to the girl to earn your reward and several additional weapon and armor formulae.





New Formulae: 052, 053, 054, 057, 069, 077, 089, 098, 099, 105, 110



A Cowlipha's Cravings

Back in Al Mamoon, head north past the milk fountains to the heavily guarded entrance to the Cowlipha's palace. Her soldiers won't let you through, but you will get an opportunity to meet her chief of staff, Abull. When you're out of leads, the best solution is always a good night's sleep. Make your way to the Cat's Cradle, where a chance encounter reveals a potential solution for your Cowlipha problem: a quick trip to Motorville.





And we do mean quick! After using the Gateway spell, walk a few steps to the west to Leila's Milk Bar and the solution to your problem will run right up to you. After a series of event scenes you find out what the Cowlipha craves.



Use Gateway again and pay a visit to one of Al Mamoon's milk fountains. Cast your Secret Ingredient spell to make a canoe-sized hunk of cheese for the Cowlipha. Now that you're bearing an appropriate gift, Abull will wave you through to meet Her Moojesty.



The mildly disturbing experience sends your party scurrying back to town to find someone with a piece of restraint to spare for the Cowlipha. Speak to the Cawtermaster to get a lead on who that might be, then walk right past the guards to return to the Cowlipha's palace and borrow a dose of restraint from Abull. Use the Give Heart spell to transfer that to the Cowlipha and put a decisive end to her eating disorder.



The Cowlipha rewards you with the Nature's Tongue and Burden spells, as well the Letter of Passage you wanted and a portrait of the next Great Sage. Take those items back to Castaway Cove, but not before talking to the boy with the green vest and orange shirt near the entrance to town; he has a new errand for you (task 047) that can now be solved with your new Nature's Tongue spell. At this point tasks 034 and 050 are also unlocked in Castaway Cove.



Nature's Tongue and Burden Spells





24 Stop, Thief

As soon as you arrive back in Castaway Cove, your pockets are promptly picked by the cauldron thief. Chase him down to the *Sea Cow*, still docked to the west, where the thief has business with Captain Sindbah. If you're low on health, hit the inn to heal up first; I smell a nightmare brewing! Also, this would be a good time to stock up on items from the peddler to deal with status condition ailments such as sleep and confusion.



Boss: Swaine's Nightmare

Void of Restraint



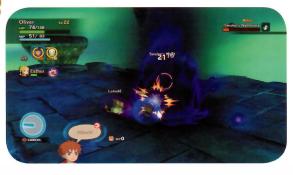
Neither of the moves used by Swaine's Nightmare does any damage, so defending isn't very effective here. Bad Dream puts everyone to sleep, while the Grudge move inflicts the curse condition on a single target. Sun familiars have a small amount of natural resistance to sleep, but it generally doesn't make a big difference, because neither condition is overly devastating. Sleep temporarily incapacitates your characters, giving the enemy a good chance to score a critical hit when it wakes your characters with a free hit. Curse sharply reduces its target's movement speed, but can be compensated for by using ranged attacks. Both of these negative conditions can be dealt with using a "be-gone" provision if you stocked up before the battle.



Swaine's Nightmare is physically quite strong, so when you're in good shape, you may want to focus on running away and casting spells with your human characters or familiars like your drongo. However, make sure to save enough MP for healing, as its physical attacks deal a decent amount of damage, especially when your characters are sleeping targets.



When the Nightmare surrounds itself with a dark glow, that's the sign that it's going to teleport and then begin using a special move. This is a great time to switch to a quick fighter like your thumbelemur, who can get in a few quick hits and possibly cancel the move, stunning the Nightmare for a few seconds and maybe even knocking out a golden glim.



Freed of Restraint

As with Rusty, simply defeating Swaine's Nightmare won't completely revive Swaine. You need to restore the restraint that was taken from him, and there's only one source of the stuff in town. Find the governor at the inn, and ask him to lend his strength. Extract it with the Take Heart spell, return to Swaine, and cure him with the Give Heart spell. Swaine will return your stolen property...after a little extra convincing.



Once you've explained your cause, Swaine proves a whole lot more agreeable. He and his familiar, a hurly, join your cause, and Swaine even shows you how to use his Pickpocket's Pistol to open those green chests you've been seeing here and there. For a demonstration, go to the edge of the dock to the south, face the green chest across the waterway, and press X. The camera will switch to an over-the-shoulder view that allows you to target the chest, fire the gun, and extract a previously inaccessible Fling Flame gem.



You're now free to board the ship and set sail to your next destination. But if you'd like to spend a bit more time in the Summerlands, there's plenty left to do. A new errand (task 007) has appeared in Castaway Cove, and there have been green chests scattered throughout the continent that you can now go back for.



Don't miss the other green chest in Castaway Cove. To find it, walk east from the Swift Solutions boat and stop after passing the bridge. Then look south across the water to spot a green chest that holds a tasty carnation cake.



TASK JOURNAL—PART 6

A few interesting tasks pop up towards the end of this chapter, mostly revolving around your new abilities to speak with animals and give and take restraint. You can't complete task 050 quite yet, but do make sure to sign up for it before you set sail and leave the cove behind!

ERRANDS

Task 007—Shop Till You Drop

In Castaway Cove, near the peddler from whom you got the Cauldron, you'll meet a shopaholic in desperate need of restraint. Luckily, you can get the piece of heart you need from the boy on the westernmost dock who's dangling his feet in the water.

Reward: 🔬 🏵

Salted ice creams x5 and 200G.

Other Yesh: She can't heavy speculariy all her movery like that!

Task 034—A Heartless Wife

There's a couple arguing on the north platform of Castaway Cove, and with the wife devoid of kindness, it isn't going to end well. Accept the errand, then pick up some extra kindness from the woman with the basket full of yellow fruit on the upper platform at the opposite end of the waterway.

Reward: 🔬 🚇

Carrot cakes x3 and 200G.



Task 047—A Boy and His Birds

In Al Mamoon, a boy with a green vest and orange shirt is hanging out near the entrance to town. Three of his pigeons have failed to return, and he needs you to find them for him. To find them, search for flocks of pigeons and use your Nature's Voice spell to speak to any who stay behind when the others fly away. You'll find the first pigeon by the southern fountain outside of the Cat's Cradle. The second pigeon is a little tricky: It has somehow found its way to a windowsill inside of the Hootique. The last one is by the east milk fountain in the north part of town. Once you've spoken to each pigeon and convinced it to return to its master, speak to the boy to claim your reward.

Reward: 🏵 🏵

Phoenix feathers x2 and 400G.







Task 050—The Concerned Crab

In Castaway Cove, use your Nature's Voice spell to talk to the blue crab at the end of the second dock. The crab is looking for his friend, who was swept out to an island southeast of Castaway Cove. Once you get the ship, sail east to Robinson Island, the slim sandbar shaped like a titled H that's surrounded by coral reefs. The missing crab can be found at its northeast tip; use Nature's Voice to speak to it, and then relay its message back to its friend in Castaway Cove.





Chapter 3 - The Open Sea

The good news: Now that you have the Sea Cow at your disposal, most of the other world is open to you. The bad news: Just because you can sail to a wide variety of new places doesn't mean that you'll be capable of surviving in many of them for long. Fortunately, there are still a handful of interesting destinations in the reasonably safe waters east of Castaway Cove. Claim what treasures you can and then set a course for the next Great Sage's home in Hamelin.

The Southeastern Sea



The Vault of Tears

Forest Glade

Forest Glade

IV Crab Cave

▼ Fairyground

122

Southeastern Sea Hidden Treasures

- Glowshrimps x5
- Tishburgers x2
- 3 Sturdy Shinbones x2
- Slices of See Through Pie x2
- 1 Dumbflounders x5
- ⊕

 Angulas x2

- Fine Frock
- Tishburgers x2
- Sacred Dagger 🐠 🧻 Dryad's Spear
- Soretooth Ring
- ⑤ Carnation Cakes x2

- Wildflower Sundaes x5
- 1 Sabana Flans x5
- Bars of Fairy Chocolate x5
- Carnation Cakes x5
- Slices of See Through Pie x5
- ¶ Suby Ripple Ice Creams x5
- Chunderstorm Gem*



Southeastern Sea Forage Points

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- Gnomebeard
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Friday Island/Robinson Island Creatures

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No Longer Mine Creatures

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	042	PSYCHOPHANT		
A STATE OF THE PROPERTY OF THE	SIGN	HP	WEAKNESS	RESISTS
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自	SIGN	HP	WEAKNESS	RESISTS	
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-	157	LUMBERWOOD		
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	242	242 BALLOONATIC					
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Shipwreck Shore Creatures

WHACKRABBOT



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	SIGN	HP	WEAKNESS	RESISTS		
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4	119 TURBAN MYTH				
	SIGN	HP	WEAKNESS	RESISTS	
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	166	YELL	OW BUNG	CHER
	SIGN	HP	WEAKNESS	RESISTS
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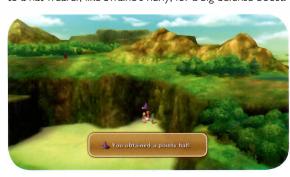
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Set Sail for Hamelin!

With your new ship, you're free to follow the Guiding Star as it leads you on a northeasterly course to your destination at the southern tip of Autumnia. But before you approach your destination, you may want to explore the previously inaccessible outer beaches of the Southern Summerlands region and the beautiful coral-lined archipelago that's just a short sail to the east.

First, let's pick up a Southern Summerlands hidden treasure (on the Summerlands map) that's worth a short detour to the west. Sail along the coast northwest from Castaway Cove and disembark at the first beach you see (the ship can only berth at sandy beaches). Run to the north and search at the base of the cliff to dig up a pointy hat. Give it to a hat wearer, like Swaine's hurly, for a big defense boost.





If you have a full stamp card on you, return to Castaway Cove any time after your first ship expedition and redeem it for a newly available prize (Jolly Jack-tar) that will speed up your ship, making it easier to avoid encounters with the black shadows that represent groups of enemies at sea.



Robinson Island

Sail east from Castaway Cove to reach an island archipelago that connects Robinson Island, Friday Island, and a few smaller islands. The small, southwesternmost island is home to your target for bounty hunt task 093, which should be the easiest battle among the current batch of bounty hunts available to you. At the northeastern tip of Robinson Island, the next island up the archipelago, you'll find the missing blue crab from errand task 050. You can also turn up hidden treasure 41, a sacred dagger, at the southernmost tip of the Robinson Island, and hidden treasure 40, two fishburgers, near the palm tree at its northern tip.





Friday Island

Keep sailing northwest along the archipelago. The next island is a small sandy cay with no vegetation. Search the large seashell for hidden treasure 39, a fine frock that one of your familiars will surely enjoy.

If you keep sailing northwest, you'll arrive at Friday Island, which is not very exciting, unfortunately. If you do decide to explore, make sure to search the cluster of palm trees at its northeastern tip for a pair of sturdy shinbones. The more interesting thing about Friday Island is that your target in bounty hunt task 094 is constantly circling in the ocean around it; it's a tough fight, but if you have some familiars with storm-type attacks in your roster, you can probably bring it down.



Shipwreck Shore

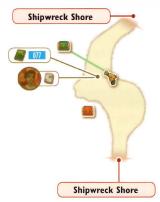
To the west of the coral-line archipelago is a previously inaccessible region of the Southern Summerlands known as Shipwreck Shore. A giant collum, your target for bounty hunt task 095, is blocking the natural arch that separates the beach from the region's green interior. Past him, a narrow trail leads to some ruins that are locked up tight. But there are several hidden treasures to find (all treats and supplies), if you're capable of surviving the difficult enemies who roam this area. There's also a hidden forest glade you can reach by entering through the arch that had been blocked by the collum and then circling around the cliff walls to the west to get onto the higher plateau above it. Cross the top of the arch to reach the eastern half of the plateau, and enter the

large grove of trees to find a hidden area. Here you can pick a game pie from a red chest and a vial of sage's secret from a well-concealed green chest. The green chest is atop one of the columns on the western side of the map, and you'll need to stand across from it to hit it with your gun. Even if you don't want to risk a fight, you can still grab hidden treasures 32 and 37 from the shipwrecks on the beach without having to face any enemy opposition.



Forest Glade





TASK JOURNAL—PART 7

BOUNTY HUNTS

If you haven't already, you can sign up for these three bounty hunts in Castaway Cove. Technically, they appeared as part of the previous chapter, but all three enemies are here in the southeastern sea, so this is your first opportunity to complete them. These are difficult fights—particularly task 095—but they should be beatable with the right team and a good strategy.

Task 093—A Greedy Pirate Gang

Sail southeast to the small, round island that contains nothing but a small patch of woods. There you'll face a deadly team of purrloiner, cutpurrse, and puss in boats creatures. All three are weak to water, so have a familiar like your drongo pick off the weaker purrloiner with water spells while other familiars try to stick some status conditions like blindness or confusion on the powerful puss in boats. Once you've defeated the first foe, your team should be able to overwhelm the remaining two.



Task 094—A Starving Sea Monster

Your target in this bounty hunt is a giant whale called a hubber blubber that's constantly circling Friday Island in the archipelago east of Castaway Cove. Chase it down in the Sea Cow, and then send a tough familiar or two to serve as a distraction while more spell-focused familiars like your drongo blast it with Thunderstorm, Thunderspark, or other storm-type attacks.



O.	305	Н	JBB	ER BLUB	BER
	SIGI	N	HP	WEAKNESS	RESISTS
7/4	- o		834	Storm	Water

Task 095—Researchers' Ruin

Moor your ship at the beach in the southeast region of the Southern Summerlands, just northeast of Castaway Cove. As you attempt to enter this new region of the continent, you'll find the main path from the beach to the grassy interior is blocked by your target. The collum is heavily resistant to physical attacks, and attacking at close range is pretty much suicide anyway. Use familiars that have storm-type attacks and have them pelt the collum from afar while a resilient familiar like the hurly takes one for the team by soaking up its hits.





-R	317 COLLUM			
ARA	SIGN	HP	WEAKNESS	RESISTS
(300)	•	825	Storm	Physical

HIDDEN TREASURES IN THE ARCHIPELAGO AND SHIPWRECK SHORE

This region of the map is awash with quality treasures, particularly on the archipelago that connects Robinson and Friday Islands. The treasures on Shipwreck Shore are mostly useful treats and supplies, but exploring that area is risky at this point in the game, and is only recommended for players who are skilled at avoiding combat.



Sail to the north end of the Shipwreck Shore and disembark near the northernmost shipwreck. Search the hull at its bow to find five glowshrimp.



From Shipwreck Shore, walk directly north through the stone arch that was blocked by the collum. When you reach the ruins, search at the tip of the long, partially buried stone block for two fishburgers.



At Friday Island (the northernmost island of the coral reef-lined archipelago), search the palm tree at the northeastern tip to uncover a pair of sturdy shinbones.



Follow the trail from Shipwreck Shore to the castle. You'll pass a series of columns on your right; search near the last one to reveal two see-through pies.



(36)

Turn left as soon as you cross through the natural stone arch in the southern part of Shipwreck Shore. Follow the wall a few steps to the west and search at the corner of the base of the cliff for two cups of cappuccino.



Disembark south of the southern shipwreck on Shipwreck Shore, and search between the ship's south side and the nearby rocks for five dumbflounders.



In the southwest corner of the grassy plateau overlooking the beach at Shipwreck Shore, search at the cliff's edge for two angula flowers.



Search the large seashell on the small sandy cay in the center of the coral reef-lined archipelago to find a high-quality fine frock.



(40)

At Robinson Island (the southernmost island of the coral reef-lined archipelago), search the palm tree at the island's northeast tip for two fishburgers.



Also at Robinson Island, search the landmass's southernmost tip to dig up an excellent sacred dagger.



Onward to Hamelin

There are two other large islands in the region, but Drippy won't let you get near one of them, and the other is going to be a little too tough at this point in the game. So if you've had your fill of nautical exploration, take care of any unfinished business in Castaway Cove (such as reporting the successful completion of bounty hunts). Once you approach Hamelin, it may be a while before you can move around freely again. Why, you ask? Because—look out! Someone's suddenly attacking your ship!



Boss: Shadar

The Executor



As soon as you approach Hamelin at the southern tip of Autumnia, Shadar appears to throw you off course. He looks tough and comes on strong, but this battle isn't as difficult as it may seem. You only need to deal around 800 points of damage (about 40 percent of Shadar's HP bar) before an event scene brings the battle to a premature end. Your strategy should focus on getting that damage done as quickly as possible, so send fast attackers like your thumbelemur and mite to aggressively pound him from all directions. Not only is this the quickest way to end the fight, but their flurry of attacks should cancel some of Shadar's moves.



Shadar isn't called the Dark Djinn for nothing; his primary form of attack is using tons of extremely powerful tricks. While it is best to stay on the offensive, try to defend/evade tricks like Fell Wind and Pyre, and be especially watchful for Bleak Midwinter, which could easily do 50 or 60 points of damage to the entire party.



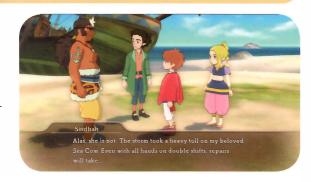
So set Esther's tactics to prioritize healing, and if that isn't enough to keep everyone alive, break out a sandwich or two. Resist the temptation to fight too defensively; there's no point in dragging out a fight that you could end in 30 seconds with an aggressive offense.





Teeheeti Island

After your battle with Shadar, you wash up on Teeheeti, the heavily forested island on the east side of the region that Drippy wouldn't let you approach previously. Fortunately, you arrive with full health, so this is a good opportunity to explore the island that will be your home for the week or so it will take to repair your ship. (If you get hurt, make your way to the cloudy patch in the center of the island and resume your explorations later.)





As soon as you arrive at Teeheeti Island, you unlock a page from The Wizard's Companion and learn the All-Out Attack! and All-Out Defense! battle commands. These commands are great, as they allow you to set the party's behavior with the tap of a button, finally giving you a way to make everyone defend when you sense a powerful attack coming. Try it out during the random encounters here to get a feel for it.

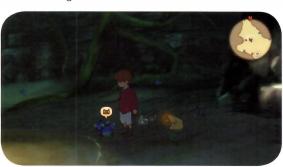


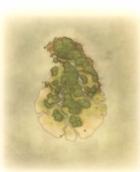
New Tale of Wonder-The Boy Who Would Be God



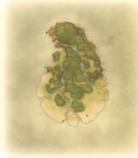
Here on Teeheeti you can battle rooster-esque birds known as mohawks that carry the emberstone you need to complete task 076. Emberstones are a fairly rare drop, so you'll have a much better chance of success if you have Swaine try to steal it.

In addition to the Fairyground in the center of the island, Teeheeti is home to a small hidden cave. To reach it, follow the west coast until you see a waterfall pouring over the cave entrance. The cave is populated by blue crabs that you can speak with to get some general tips if you use the Nature's Voice spell. While inside, grab a fishburger from a red chest and then stand between the rock spire on the west side of the cave and the wall, and look to the north to spot a well-concealed green chest. Have Swaine use the Pickpocket's Pistol to grab a useful Water Bomb gem.





*Please refer to the map on p. 122 for the Southeastern Sea Hidden Treasures/Forage Points, towns, and dangerous areas.



HIDDEN TREASURES ON TEEHEETI ISLAND

There are some good hidden items on Teeheeti Island, including a dryad's spear, a soretooth ring, and pairs of sprockets and carnation cakes that can be traded for gems at the Hermit's Shell, an island in the southwest. The dryad's spear is particularly strong; it allows a familiar to recover 10 percent of the damage it deals as HP, making your spear-using familiars suddenly look a whole lot more appealing. You don't have to get these treasures now, but don't set sail without them!



On the west coast of Teeheeti island, a rock spire forms a natural arch over the beach. Wade into the water and search the partially submerged rock south of the spire to find a soretooth ring.



Search at the northern tip of the sandy delta on the southern part of Teeheeti island (the strip of beach cut off from the main island by two streams) to turn up a pair of carnation cakes.







On Teeheeti Island, there's a small stretch of unwooded land jutting over the river a few steps east of the Fairyground. Search its tip for a dryad's spear.



On Teeheeti Island, cross the thin stream just north of the Sea Cow. You can dig up two sprockets between the rocks where the beach meets the cliff wall, a few steps north of the stream.









The Fairyground

A Totally Tidy Town

Suggested Level: 25





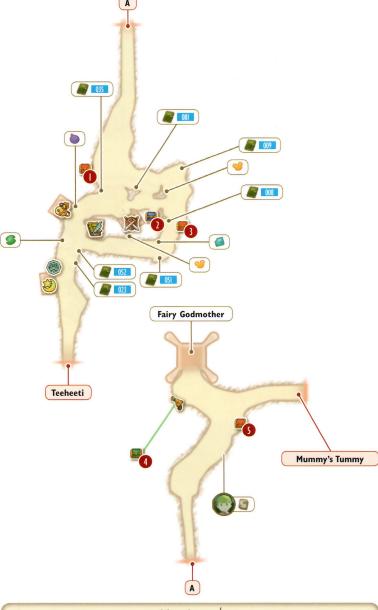












Map Legend Courage

Z Cawtermaster Familiar Retreat

Belief

Restraint

👣 Pickpocket's Pistol Point Task Ambition

Treasures (Chests)

🕕 🧻 📟 Fishburger

Hootique/Peddler

Cat's Cradle

Chest

Pot

Swift Solutions

1 Cheeseburger **100**G

💶 🤷 🏻 Poison Pinch Gem Strong Coffee

% The Hootique

Provisions

ITEM	COST
White Bread	20G
Sandwich	100G
Iced Coffee	200G
Strong Coffee	800G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Seep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

g					
ITEM	COST				
Dumpty Egg	50G				
Crispy Lettuce	50G				
Crunchy Carrot	5 0G				
Tender Beef	60G				
Yogurt	50G				
Fluffy Rice	150G				

X Cawtermaster

Weapons

ITEM	COST
Roc Feather	780G
Gale Spear	1,250G
Massive Mallet	1,300G
Woodland Claws	1,000G
Whalefish Tusk	1,500G

Armor

•					
ITEM	COST				
Scale Armor	1,100G				
Gale Robes	1,050G				
Sea Breeze Cloak	420G				
Iron Shield	700G				



26 The Home of the Fairies

When you're done exploring Teeheeti, follow the path to the mysteriously cloudy area at the heart of the island. As soon as you arrive, Drippy is pulled away from your party, and your first priority is to get him back. You can loot treasure chests, shop, or stay at the inn (and unlock your easy Wizard's Companion page), but you won't be able to do too much else here without Drippy by your side.





Regions of the World



Leave through the town's northern exit, where you'll find Drippy at a suspension bridge that leads to the town's matriarch, a giant spirit known only as the Fairy Godmother. She fills in some details of Drippy's past, returns him to you, and throws in a full set of familiar-metamorphosing drops (like sundrops). Apparently, she's been having trouble producing littlies (baby fairies), and Drippy has an idea how to help. But it will require the assistance of his two comedian brothers, Surly and Smiley.



After crossing the bridge and climbing down the ladder back to the forest, look to the south to spot a well-hidden green chest amidst the trees. (If you can't see it, just proceed south to the edge of the path to trigger the "!" mark that will allow you to switch to Swaine.) Blast it with the Pickpocket's Pistol to snag a Poison Pinch gem.



New Formula: 010





27 The Broken Arted

Take a sharp turn to the east as soon as you get back to the main part of town, and you'll find Surly and Smiley at the Cavity Club with ease. There, Drippy's brothers explain that they have become broken-arted, and that you will need eight items known as "pieces of art" to save them. You can earn all eight pieces of art by using Oliver's repertoire of magic spells to do good deeds for the fairies in town. You can collect the pieces in any order you want, and it's easy to hit all eight in a single loop of the city.





If you've solved Horace's quizzes at every previous opportunity, you'll find him waiting on the wooded path. Use your Spirit Medium spell to talk with him, and he'll ask you about the ingredients in the cheeseburger recipe in *The Wizard's Companion*. You can find the recipe on page 92 and the description on page 132 of *The Wizard's Companion*—the ingredient he's looking for is crispy lettuce. Input that as your answer, and Horace will give you the Levitate spell... Or at least, that was the plan. Horace lost the page, so it's on you to go find it. By way of apology, Horace gives you a formula for the potent sage's secret restorative item.



Once you begin this task, a seagull appears near the entrance to town. Use your Nature's Voice spell to communicate with it, and it will give you the page with the Levitate spell that Horace lost (this will occur whether you've spoken to him or not). Get it early; you'll need it to get one of the pieces of art.





The Eight Pieces of Art

I. On the street opposite the Cavity Club, a fairy ordering something at a kiosk wants help popping a jar open. The Spring Lock spell should do the trick.



2. A few steps to the south, the owner of the local Hootique complains of a broken jar. Perhaps the Rejuvenate spell can put it back together?



3. Continue south. Across the street from the Familiar Retreat access point, a tavern customer is looking for a decent meal. The Secret Ingredient spell should hit the spot.



4. Continue south to the Cat's Cradle inn. The purrprietor has a bit of a chill and would welcome the warmth of a well-cast Fireball.



5. Across from the inn, a customer at the shellfish shop is complaining about a heavy load. Your newly acquired Levitate spell should bring him some relief.



6. Head east past Swift Solutions. The proprietor of a shop at the end of the road is looking for some help sweeping up. Finally, a chance to use that Broom Broom spell!



PLESSIE

WEAKNESS RESISTS

HP WEAKNESS RESISTS

Storm

Water

Water

HP

254

567

7. A small fairy runs up and down the street near the same shop. He's having trouble getting a plant to grow, so dust off that Quicken Growth spell and give him a hand.



8. Finally, the local Cawtermaster needs something made heavier. Hit him with the Burden spell for the final piece

Bring your eight pieces of art to Surly and Smiley, who will give you a chance to heal up or do some shopping before they put on their show. (Buying a bunch of confusionbe-gone might not be a bad idea...) If Drippy's plan succeeds in getting you into Mummy's Tummy, it may be a while before you find your way back out, so finish off any pressing business you have in the Fairyground first.









Mummy's Tummy Creatures



(20)	073 SPARKEE			
	SIGN	HP	WEAKNESS	RESISTS
		231	_	Water, Storm

065

Liberating the Littlies

Mummy's Tummy is a straightforward area that consists of a single side-scrolling corridor with six doors you can open, once they are unlocked, by standing in front of them and pressing up and \mathbf{X} . In each room, you'll face a large group of enemies before the liberated littlies will join you, but the battles are fairly easy until you run into the final room.



After you secure each room another door in the hallway unlocks, so start at the leftmost room, adorned with a sunflower, and wipe out the dinkeys to liberate the first littlie. Continue clearing out the rooms, moving to room 5, room 2, room 6, and finally room 3. The hubber blubber in the final room can be tough, so eliminate the other foes first, then pound the hubber blubber with storm spells.



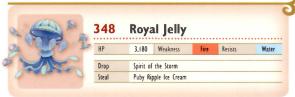
If any battle leaves your party in dire shape, simply go to room 4 to recharge your MP and HP at the convenient waystone.

Once you have all 12 littlies, return to room 4 to heal up and save your game. Then follow the corridor all the way to the right and ride the slide down to face the source of mummy's troubles.



Boss: Royal Jelly

Bane of Mam's Belly



Royal Jelly has a ton of HP, so you're in for a long fight here. Since Royal Jelly's tricks revolve around storm-type attacks and inflicting confusion, you can give yourself a bit of an edge by using star familiars (who have a mild resistance to storm) and familiars who are naturally resistant to confusion effects, a group that includes thumbelemurs, all minima familiars (such as florets and turbandits), and all automata familiars (such as sprog cogs and monoliths). Royal Jelly is weak to fire, so familiars with fire-type attacks are going to be fantastic here. If you manage to knock loose a golden glim, have Oliver take it so he can use his fire-type miracle move.



When you see Royal Jelly begin to perform Bolt from the Blue, have your current character defend and give the All-Out Defense! order to prevent as much damage as possible. Royal Jelly's confusion-inflicting See Stars trick is much harder to defend against; if you have confusion-resistant familiars, make sure they're deployed; otherwise, your best bet is to keep attacking in the hope of scoring a cancel. Be ready with a confusion-be-gone if all else fails.



Once you knock Royal Jelly down to about 60 percent of its max HP, it will use its Baby Shower trick to spawn nine jelly babies. Have any familiars who can use wide-ranging attacks, like your mite (Cut Loose) or the bigger-boggle (Hot Huff), hit multiple babies at once and finish them off quickly, while everyone else focuses on Royal Jelly itself to take advantage of its weakened post-birth state.





Farewell to the Fairyground

After your triumph, a grateful Fairy Godmother rewards you with the Shift Shape, Second Self, Mimic, Vanish, Werecat, Werefish, Shrink, Open Mind, Loaf of Life, and Poison Apple spells. That's quite a haul! Next, cross the bridge back to town and visit the Cavity Club to say goodbye to Drippy. You can now return to your ship whenever you're ready, since there isn't much else to do here—you've unlocked task 053, but that takes place all the way over in the Golden Grove, so it isn't much use to you now.

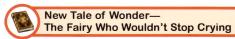


Shift Shape, Second Self, Mimic, Vanish, Werecat, Werefish, Shrink, Open Mind, Loaf of Life, and Poison Apple Spells

Hop into the recently repaired *Sea Cow* and set sail, waving goodbye to the Fairyground, Drippy, and everyone else... And then stop and turn right back around. Not only does pretending to leave trigger an emotional reunion with Drippy (in which he learns the new Tidy Tears trick, a healing and defense-boosting trick that he uses sporadically



in combat), but it also unlocks a massive batch of errands back in the Fairyground, including tasks 008, 009, 035, 051, 052, and 081. You'll even get a new *Wizard's Companion* page out of it! Of course, you're free to ignore the tasks and continue on to Hamelin or No Longer Mine (the final optional island in this region), but they're a pretty easy batch, and this is as good a time as any to get started.





TASK JOURNAL—PART 8

As soon as you set sail away from Teeheeti, you unlock a massive batch of tasks back in town. All of the new tasks can be completed quickly and relatively easily, but task 053 will require a bit of a journey back to the Golden Grove.

ERRANDS

Task 008— Service Without a Smile

The merchant at the kiosk on the eastern street (east of the Cawtermaster) lacks the kindness to run his business properly. Unfortunately, kindness is in short supply in the Fairyground, so you'll need to collect some later in the game and return to finish this task then.

Reward: (4)

Ruby ripple ice creams x3 and 300G.



Task 009—Tactless Timing

Speak to the pink-headed fairy watching the show at the Cavity Club, who is struggling to find his lost restraint. Accept the task, then go to the food stand in the southeast corner of town to find a particularly strong-willed customer. Use the Take Heart spell to extract a piece of restraint and then the Give Heart spell to transfer it to the bumbling Cavity Club patron.

Reward: 🚇 😖

Bars of fairy chocolate x3 and 300G.



Task 035— A Weak-Hearted Hubby

Speak to the man with the backpack standing near the path to the Fairy Godmother. His is a textbook case of courage-related brokenheartedness, and the cure is waiting right in town. Head south to the kiosk with the giant octopus, and ask one of the customers if you can borrow his menu-challenging courage. Extract it with the Take Heart spell and then give it to the cowardly merchant with the Give Heart spell.

Reward: 🚱 🤀

Cheeseburgers x2 and 300G.



Task 051—A Comedy of Errors

A fairy in the southeast corner of town has lost three slapsticks to the wishing whambat creatures that frequent the beach area outside of town. The catch is that they only drop slapsticks if they have the blinded status condition when they are defeated in combat. Your best options for blinding foes are using the Razzle Dazzle trick (known by sprout sprite, sunshine, and tu-whit familiars, among others) or the Sand Blast trick (known by mite, jabber, and green buncher familiars, to name a few). Note that even if you do everything right, getting the drop still isn't a sure thing, and it may take a few fights before you can collect all three and return for your reward.



Task 052-A Big Splash

A small fairy at the corner across from Swift Solutions needs you to collect ingredients for a cold medication. The ingredients are all fairly common: one each of booster shoots, slumbernot leaves, and springwater. The booster shoots and springwater are both widely available at twinkling forage points in the Rolling Hills region, while slumbernot leaves can be found at a forage point just outside of Castaway Cove (and can also be stolen from the same wishing whambats that are your quarry for task 051). You probably have everything you need in your inventory already, but if you don't, you can pick them up when you return to the Rolling Hills area to pursue task 053 or just save this errand until you have access to a mode of transportation that makes visiting old areas easier.

Reward: (4) (4) (4)

Handfuls of chocolate bonbons x2, babana flans x2, and 700G.



Task 053—Boars in the Bushes

The client for this task is all the way back in the Golden Grove, so this task is going to require a fair amount of travel. If you have business in Castaway Cove, you can head that way and hoof it to the Golden Grove, or you can sail northwest from Teeheeti to a beach just east of Golden Grove that makes it fairly easy to reach the area (although then you'll be entering it from the wrong side). Either way, you'll find the client at the spring of life in the southern part of the area, and he'll ask you to hunt down a trio of hyperboars who are eating all of the grove's mushrooms. Head back to the central crossroads of the Golden Grove to battle the first hyperboar and his two crashing boar companions. All of these foes are weak to fire-type attacks, so arrange your party accordingly! Each boar has 500-600 HP, so these won't be easy fights, but they're certainly a walk in the park compared to Royal Jelly, the boss you fought earlier. If you take a beating, make sure to hit the waystone before you tackle the remaining two hyperboars. Head east and then north to find the next one, and then continue north after beating him to find the third. The third battle features three crashing boars instead of two, so save plenty of MP for area-effect tricks like Hot Huff and Cut Loose. Then head back to the client, but make sure to visit the waystone on the way, as the client has himself run afoul of a full boar (the most powerful kind of boar, which is weak to water instead of fire), so there's one more four-boar battle you'll need to clear before you can claim your hard-earned reward.



णींक



If you haven't gone back for it already, don't miss the green chest in the Golden Grove containing a bar of fairy chocolate. Look to the left from the middle of the mushroom staircase north of the areas central crossroads to get a clear shot at it.

Task 081—Notes from an Island

Figuring out what's going on here should only require a single quick glance at the man standing by a tree near the path to the Fairy Godmother. Yep, it's that guy, and yes, he's lost his diary pages once again. Fortunately, they're right here on Teeheeti. Make your way back to the beach, and then follow the beach up the island's western coast. When you see a waterfall that flows into the sea, step under it to reach the Crab Cave. The piece of driftwood he spoke of is in the northeast region of the cave, near the red treasure chest. Search in that area to find his notes, and bring them back to claim your reward.

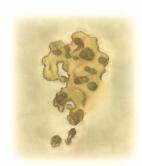




No Longer Mine Island

Just north of Teeheeti and directly on the path to Hamelin lies a sizable island called No Longer Mine—named, most likely, for what appears to be a defunct mine. There aren't any game areas to visit here, so it's a purely optional destination, but it can be a lucrative one. No Longer Mine hosts six hidden treasures, each a five-pack of high-level treats, and a single twinkling point where you can forage a sweet 555G. The enemies here move slowly and are fairly easy to avoid, but are very tough. They should be beatable by a well-prepared party that's prepared to exploit their individual weaknesses (see the creature data at the start of the chapter), but you definitely want to make sure your team has full HP and plenty of MP at all times.





*Please refer to the map on p. 122 for the Southeastern Sea Hidden Treasures/Forage Points, towns, and dangerous areas.

HIDDEN TREASURES ON NO LONGER MINE ISLAND

The final hidden items in this area are scattered throughout No Longer Mine island. There's nothing essential here, but the massive quantity of treats will make it easy to beef up new familiars.

On No Longer Mine island, search the area just north of the island's easternmost grove of trees to find a five-pack of wildflower sundaes.



Defunct train tracks run along the western side of No Longer Mine island. South of the ruins in the northwest corner, search the area west of the tracks and just north of the mostly enclosed inlet to turn up five babana flans.



(48)

Follow the cliffs southwest from the ruins on No Longer Mine island. Search at the southwest corner of the cliff's edge to find five pieces of fairy chocolate.



(49)

Still on No Longer Mine island, search a few steps beyond the northern end of the southern half of the train tracks to find five carnation cakes.



(50)

There's a rock near the water line on the beach where you disembarked at No Longer Mine island. Search it for five see-through pies.



(51

In the southwest part of No Longer Mine island, some disused train tracks run to the cliff's edge. Search where they hit the cliff to turn up five ruby ripple ice cream cones.



Chapter 4—Southern Autumnia

Oliver and his companions have had a lovely—if unplanned—vacation on Teeheeti, and now it's time to get back to business. What were we doing again? Oh, right! Sailing to the eastern continent of Autumnia to seek out a Great Sage who's said to live in the city of Hamelin, nestled deep in the heart of the continent's Pig Iron Plain.

Southern Autumnia



Places of Interest

- The Tombstone Trail
- Abandoned Mine
- Hamelin
- N Forest Glade

Southern Autumnia Hidden Treasures

- ⑤ Cappuccino
- **Ø** 500G
- ⑤ ② Babana Flans x2
- Sundrops x2
- 9 Suby Ripple Ice Creams x2
- Mirrored Armor
- Pixie Dew

- @ Pass Bell
- **600** 600G

- Soft Scoop Ice Cream
- **65** 400G
- 66 🗳 Game Pie

- Skullfang Ring*

*Not yet accessible

Southern Autumnia Forage Points

- Rumblenut*
- Fogdrop
- 3 Paragula
- Jade Marble*

- Sturdy Shinbone
- Raw Steel
- Shadowglass
- 1 Plainswort

- 1 Rumblenut
- 0 📽 Raw Steel
- Slumbernot Leaves

*Not yet accessible

Autumnia Creatures



10	110		JA	CKRABBO	Г
*	SIG	N	HP	WEAKNESS	RESISTS
	.	ġ.	172	Storm	_

(43)	141		SPROG COG		
	SIG	N	HP	WEAKNESS	RESISTS
- CHARLES		2	152		_

	145			
H.	SIGN	HP	WEAKNESS	RESISTS
	4	195	Physical	Storm



(P)	162	SPO	NGE BUBB	UD
-	SIGN	HP	WEAKNESS	RESISTS
Y		169	Fire	Water





6	286	во	NE RANGE	R
TY	SIGN	HP	WEAKNESS	RESISTS
1 2 2 W	- ∳- -∳ -	201	Fire	Physical

Swan Island/Ugly Duckling Isle Creatures

W. Actor	013 MITE			
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1	· •	251	Water	Storm

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The last	SIGN	HP	WEAKNESS	RESISTS
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	093 DRONGO				
	SIGN	HP	WEAKNESS	RESISTS	
	©	244		Water	

Se la la la la la la la la la la la la la	201 SEED SPRITE			
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Lun		233	Fire	Light

	205	205 ТОКО			
	SIGN	HP	WEAKNESS	RESISTS	
	→ 💠 🔀	141		_	



The Spindle/The Broken Crown Creatures

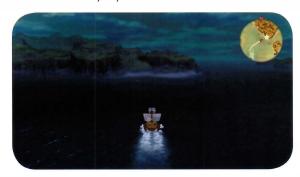
3	116	PIKE TYKE				
	SIC	SN	HP	WEAKNESS	RESISTS	
-721	.		294	Storm	Water	

	135	LICKETY-SPITOO			
	SIG	N	HP	WEAKNESS	RESISTS
	.		266		Fire

10	191 WEB MASTER			
	SIGN	HP	WEAKNESS	RESISTS
100	50 50	301		_

9 Friends Forever

Follow the Guiding Star to the beach on the southern tip of Autumnia, which will give you access to Hamelin, the Pig Iron Plain that surrounds it, and the Ghostly Gorge that runs through the mountains to its northwest. (There is another beach on the west coast of Autumnia that would give you access to a different chunk of the continent, but landing there would likely get your party completely wiped out within the first few seconds of any combat encounter.) The islands to Autumnia's east and northwest aren't quite as tough, but they're challenging enough that we'll save them for a bit later—the hidden treasures found there aren't essential anyway.



When you come ashore at that southern beach, you'll find yourself in a vast wasteland of ruined fortifications and abandoned mines. There are plenty of hidden treasures to find in the nooks and crannies, and they offer a nice assortment of loot. At the very least, you should make sure to pick up a drill screw (63), which is a rare but necessary ingredient in a future recipe, and the set of gaudy claws (67), which will give a nice offensive boost to one of your familiars.



Also make sure to raid the forest glade area west of Hamelin (it's easy to spot, as it's the only sizable patch of trees in the entire region). There you can find a lightning bolt spear in a red chest and a Purifying Pulse gem in a green chest. To hit the green chest, walk to the wall directly south of the little boy who's talking with his mother and then look southeast.

Forest Glade



Map Legend

Chest

Pickpocket's Pistol Point

Forest Glade

Lightning Bolt Spear

Purifying Gem





This section of Autumnia hosts 10 different hidden items, although one of them (58) isn't reachable quite yet. (We'll cover that one a bit later, as well as the additional items on Autumnia's surrounding islands, which are protected by higher-level foes.) The other nine treasures on the continent itself are all easily reachable, and mostly worth your trouble.



Travel north through Ghostly Gorge (the region west of Hamelin), following the mountain wall to the west. Search the first tombstone you encounter along that mountain wall for a bass bell.



(61)

Head north through Ghostly Gorge (the region west of Hamelin), following the wall of mountains to the east. A short distance northwest of Hamelin, you'll see a small cemetery with a few gravestones and a withered tree. Search a grave marker for 600G.



(62)

A winding train bridge crosses over the east chasm of the Pig Iron Plain in southern Autumnia. Follow it north over the chasm, and when the bridge forks, follow the west fork to its end and search the blocked mine entrance for a stone-be-gone.





A winding train bridge crosses over the east chasm of the Pig Iron Plain in south Autumnia. Follow it north over the chasm, and when the bridge forks, follow the east fork to its end and search the blocked mine entrance for a drill screw.



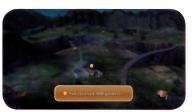
(64)

The Pig Iron Plain in south Autumnia is split in two by a pair of deep chasms. Follow the south side of the western chasm as far as you can, and search at the end of the path for a soft scoop ice cream cone.



(65)

As you approach the bridge that leads from the ruins-filled south of Autumnia to the northern Pig Iron Plain (home to Hamelin), you'll spot the ruins of three interconnected houses with a giant chimney, just west of the bridge. Search the center house to find 400G.



(66)

In the southeast region of the north Pig Iron Plain, just south of Hamelin, there's a set of ruins with a wide chimney located between the two oil derricks. Search between the chimney and the southern building for a game pie.



(67)

In the southern part of the Autumnia continent, follow the ruins northwest to the westernmost wall-enclosed plateau. Search the cliff at its southern tip, just west of a small chunk of wall, to turn up a set of gaudy claws.



(68

Make your way to the cliff overlooking the beach south of the ruins at the southern tip of Autumnia. From there, head north into the ruins and take a quick turn to the east to a lower walled area. Search at the dead end to the north to find a cup of strong coffee.



Hamelin

Palace of the Porcine Prince

Suggested Level: 28













Black Market

The Pig Iron Plain - North

The Hootique Provisions

ITEM	COST
Sandwich	100G
Cheeseburger	500G
Iced Coffee	200G
Strong Coffee	800G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G
Nix-Be-Gone	60G
Stone-Be-Gone	100G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Yogurt	50G
Fluffy Rice	150G
Green Grapes	200G
Black Truffle	200G

	Map l	egend	
Formula	Pot		Enthusiasm
Hootique/Peddler	Task		Belief
Cat's Cradle	🍞 Pickpocke	's Pistol Point	Kindness
Swift Solutions	ズ Cawterma	ster	Love
Chest	Familiar Re	etreat	Confidence
❶ 🧻 🌉 Strong Coffee ◐ 💊 📟 Clockwork Cle	aver		eeseburger k-Be-Gone
	aver		
🚺 🧓 Confusion-Be-(Gone	6 🤤 🚟 Tric	cksy Nixy Gem
	Treasure	s (Pots)	
Carnation Cake		○ Strong	Coffee
1 30G (60%), 45G (30%)), or 60G (10%)	3 30G (50%)	, 45G (30%), or 60G (20%)

Sour Sundae (33%), Salted Ice

Cream (33%), or Sweetie Pie (33%)

🚯 🤩 Babana Flan

① Curse-Be-Gone



💢 Cawtermaster

Weapons

ITEM	COST
Soldier's Sword	2,300G
Witch's Thorn	2,400G
Soldier's Spear	2,600G
Guardsman's Ax	3,000G
Tower Toppler	2,700G
Haunted Claws	2,000G

Armor					
ITEM	COST				
Soldier Armor	1,800G				
Grunt Armor	2,400G				
Soldier's Smock	1,500G				
Caghoul	1,600G				

2,100G

Grunt Shield

A			
$ \triangle $	cce	2880	ries
-,,	000	.000	1100

ITEM	COST
Piercing Fangs	1,400G
Steel Scales	1,200G



Into the Porcine Palace

When you arrive in Hamelin, Swaine immediately bails on the party, leaving Oliver and Esther to find their own way around town. You probably don't want to do any tasks or shopping without him, so take the stairs in the eastern part of the city to reach Hamelin's northern lower level. There, Swaine will rejoin you after an event scene, and he offers a suggestion for how to sneak into the Porcine Palace at the north of the lower-level road.



With Swaine back on the team, you can enter the Black Market in the southwestern corner of the city, where the shady merchant can get you a set of pig armor that will allow you to sneak past the guards. But before you accept it, know that once you enter the palace, it might be a while before you can come back out again. So before you go any farther, you may want to pursue Hamelin's large first batch of tasks (errands 010, 011, 036, 054, 055, 056, and 072, plus bounty hunts 096 and 097), as well as speak to Horace, do some shopping, and raid the city's scattered treasure chests.



The green chest is on a third-story balcony in the main street in the northern part of the city. You can shoot it only from a lamp post across the street, even farther west than the alley with the red chest that holds a confusion-begone. Make sure you don't miss it; the clockwork cleaver inside is a very powerful weapon.



You can get a new batch of recipes from the man in the purple coat outside of Swift Solutions. The 11 recipes he shares include everything from treats to rare weapons and accessories.



New Formulae: 003, 005, 009, 011, 014, 019, 024, 029, 034, 039, 058, 078, 100, 116, 122





You'll find Horace looking out over the ledge northeast of the Hootique, and he's offering a reward that you won't want to miss. As always, you can communicate with him via the Spirit Talk spell, and he gets right down to business with a new Wizard's Companion puzzle. This time, he wants you to go to the art collage on pages 212 and 213 of the book and count the number of automata (mechanical) familiars. (The correct answer is five.) Your reward is the Chart Chests spell, which makes unclaimed pots and treasure chests in towns and dangerous places appear on your mini-map. It's a great way to find those tricky green chests in hidden caves and forest glades. appear on your mini-map.







TASK JOURNAL—PART 9

The first batch of tasks available in Hamelin includes seven errands and two bounty hunts, although not all of them immediately appear on the board at Swift Solutions. You have to have Swaine in your party to enter the Black Market and sign up for errand 010, and completing that task is the only way to unlock errand 055, which, in turn, unlocks errand 056. Since this is a long and lucrative task chain, it's a good idea to save the city's lone kindness piece of heart for the client in errand 010, even though you have a client in the Fairyground who's been waiting for one to become available. Your fairy client is just going to have to wait a little bit longer.

ERRANDS

Task 010—A Sister's Savior

The man outside of the Black Market was supposed to make a medicine for his sick sister but can't quite bring himself to care. Fortunately, you can find someone with a bit of extra kindness walking up and down the main street in the lower part of the city. Use the Take Heart spell to get it from the donor and the Give Heart spell to improve your client's attitude. As soon as you do (completing this task), speak to the client again to sign up for errand task 055.

Reward: 🚱 🥹 🥸

Bottles of pixie dew x2 and 500G.



Task 011—A Proposal Postponed

Look for a man with a purple mask on the main street in the northern part of the city. He seems to be having trouble working up the courage to propose to his girlfriend, and wants your help. But courage is in short supply in Hamelin, so you'll need to wait until after you've completed the Tombstone Trail area and can teleport to Al Mamoon to get some. Even then, there won't be enough courage to go around; this guy and his poor fiancée might have to delay their marriage plans until you're able to reach the final piece of courage in a future town.

Reward: 🚇 🚇 Babana flans x3 and 500G.



Task 036—A Hearty Appetite

Those couple of traveling merchants are arguing at the railing that overlooks the lower part of town. The wife seems to be short on restraint, but luckily for her there's a veritable fountain of restraint only a few steps away: the man in the green vest who's almost directly behind the feuding wife. Use Take Heart to borrow a bit of his restraint and Give Heart to transfer it to the wife.

Reward: 🚇 🚇 🏵

Soft scoop ice creams x3 and 500G.



Task 054—A Flower in the Fug

In the northern part of the city, two people are talking on a ground-floor balcony on the east side of the street. When you speak to one of them, she complains that she hasn't been able to make her potted flower bloom. Examine the tiny pot on the balcony railing and use your Quicken Growth spell when prompted. When that doesn't quite do the trick, Drippy suggests you enlist a sun-like familiar-that could only be the sunshine familiar that is found exclusively in the Shimmering Sands area outside of Al Mamoon. (Note that a grandsun or any other metamorphose of a sunshine won't do the trick.) Recruit one and bring it with you when you speak to the woman again to complete this task.

Reward: (4) (4) (4) (4) Purifying Pulse gem and 1,000G.





Task 056—Pesky Pirates

Thanks to your completing tasks 010 and 055, the client outside of the Black Market has finally completed his medicine. Now the problem is the delivery; pirates have made the Hamelin-Castaway Cove route excessively dangerous, and you'll need to wipe them out by sinking four pirate ships. Sail southwest to Castaway Cove, and you should see a flotilla of pirate ships near the Shipwreck Shore. Attack them each in turn, as you would a normal foe, maneuvering to attack from behind when possible. (Since their ships aren't very maneuverable, back attacks are very easy to pull off.) Each of the first three ships is helmed by three or four zomboatswains, who have 1,128 HP each and no particular weaknesses or resistances. Once you've bested all three, the fourth ship appears. This one has a crew of four zomboatswains led by a cap'n zombo with 1,450 HP, so it's a pretty tough fight. If you're still aching from the previous battles, hit the Cat's Cradle inn at Castaway Cove first.





Task 072—Mechanical Creatures

Derwin, the creature researcher you last met in Al Mamoon, is hanging out in front of the Cat's Cradle. This time, he wants your help researching a trio of mechanical creatures: a tin-man, a sprog cog, and a clinketyclank. All three can be found in the immediate area, so getting into fights with them won't be difficult. However, the odds that they'll want to join you afterwards are a low 6 percent, 8 percent, and 8 percent, respectively, so you'll likely have to fight dozens of each foe before you finally land a recruitment opportunity. Once you've bagged them all, add them to your party (or your reserves) and bring them back to the researcher to collect your reward.





BOUNTY HUNTS

Task 096—A Ghostly Machine

Your quarry in this bounty hunt has parked itself on the center of the bridge that spans the chasm south of Hamelin. The enemy lineup consists of a high-level steam-man with around 600 HP and a pair of clinketyclanks that aren't much tougher than the ones that appear in the wilds of this area. Quickly pick off the weaker clinketyclanks before blasting the steam-man with storm-type moves for an easy win.

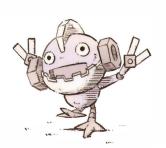


Task 097—Cliff-Top Chaos

Your target for this task is the giant white-and-blue creature wandering around the southeastern tip of the Autumnia continent. He fights alone, but you'll have a whopping 1,278 hit points to burn through. And burning through them is a fine way to proceed; fire spells and tricks work well here. But the quickest and safest way to beat the fluvius maximus is probably just to have a quick battler like your thumbelemur boost its strength with tricks (or a command like Psyche Up) and repeatedly pummel the foe.



	325	FLUV	IUS MAXII	MUS
	SIGN	HP	WEAKNESS	RESISTS
	•	1,270	Fire	Water



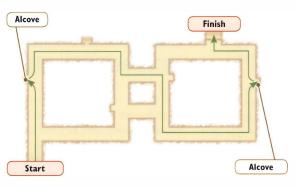
Stealth in Pig Iron Armor

When you're ready to proceed, stay at the Cat's Cradle inn to refill your MP (and net the usual Wizard's Companion page), and then collect your pig armor at the Black Market.



Regions of the World

Leave the city to the north to reach the palace area, where your ruse will get you past the guards at the gate. But the guards patrolling within the Porcine Palace are a slightly brighter bunch; you must avoid their notice entirely as you make your way from the entrance in the southwest corner to your destination in the northeast corner. Use the right analog stick to look around corners, and watch the moving icons on your auto-map so you can tell when it's safe to move; you only need to worry about being in their direct line of sight, which extends only to about one-half the length of a hallway.



Wait at the first corner and look to the right to watch the guard who walks east to west along the horizontal hallway in the southwest. He'll stop halfway down the corridor and turn around to walk the other way. At that point, the guard north of you should also be moving northward, giving you a chance to run up behind him and slip into the alcove along the western wall.



When the guard turns around and walks south past your alcove, slip behind him. Run north, and then to the east, past a sealed door. Stop at the next corner and look south, where you can safely monitor the three guards who are still in your way: one who walks in a clockwise loop around the small central area of the compound and two who walk back and forth in the hallways to the northeast and east. You can't run straight to the door, since the guard to the northeast won't ever give you a chance to reach the door from the west. Instead, you have to make the loop around the eastern side of the compound and come at the door from the northeast corner.



Once the central guard has walked past you, follow him on the northern part of his loop, but don't step into the vertical hallway to the east until you're sure the guard to the north is looking away. When he is, travel south to the end of that hallway, and then east to about halfway down the horizontal hallway in the southeast corner of the map.



Wait in the center of the southeast hallway, where the guard who walks north and south along the east wall can't see you. Wait for him to reach the southeast corner of the map and turn back north, then run up and follow him until you can slip into the alcove along the east wall.



Wait for the same guard to pass you heading south, and then make your way north to the open door, pausing to make sure the guard outside that door is facing west before you make your final dash.



Once through the door, manually save your game before dropping through the manhole to face the palace's final line of defense.





Boss: Porco Grosso

Eisenschwein Mk. X



Porco Grosso is the master of all things physical; it possesses both a variety of powerful physical attacks and heavy armor that can resist your own physical punches and sword strikes. The key to this battle is using spells and tricks, particularly the storm-type tricks known by your familiars. You should have at least two potential storm-type familiars in your party at this point: a drongo and a dumbelemur (a metamorphosed thumbelemur, which learns Whirligig at level 25), and hopefully you've picked up a few others along the way. Storm-type attacks often knock loose gold glims, so the ideal familiar will also be able to take advantage of that with a storm-type special attack, which are usually known by aves familiars like the whambat, minor byrde, and sleepeafowl, or automata familiars like clinketyclank and sprog cog. If you have any of those that are battle ready, they'll be great here, but if not, just have Oliver or Esther field the gold glims. Oliver can do plenty of damage with his Burning Heart, and the across-the-board ability boost from Esther's Crescendo is always useful against bosses.



Another way to get gold glims is with successful blocking, particularly against the Porco Salvo attack. As soon as you see Porco Grosso plotting something, activate an All-Out Defense! command and block yourself (remember that you'll need to pull back familiars like the drongo or dumbelemur, which can't block at all). It's also important to block the Road Hog move, which covers a lot of ground, but the Hog Roast can be avoided with some diligent footwork.



The one time you must block is when Porco Grosso readies its Gammon Cannon attack, which could wipe you out in one blow. Porco Grosso starts using this attack when it's down to about 30 percent of its max HP, so when you reach that point, begin healing aggressively. The Gammon Cannon can do nearly 100 points of damage, so make sure everyone has at least that much HP at all times!





If you feel like you have this boss under control, have Swaine try to steal its tower toppler. It isn't rare or anything—they're for sale locally by the Hamelin Cawtermaster—but it is a solid 2,700G value.



31 Fifteen Years Ago...

The story takes a number of surprising turns after you defeat Porco Grosso. Cross the palace courtyard to find the prince, who may not be quite who you were expecting. After your meeting, when you return to the palace courtyard, you're enveloped in a mysterious fog that sends you back in time to when Hamelin was ruled by the previous emporer. After you discuss the situation with the emperor, he asks for your help in finding his sons and sets you free to leave the palace and return to the past version of the city when people didn't have to dress in pig armor. You can't pursue any errands at this point, but you can shop for supplies and patronize the Cat's Cradle inn, which is probably a good idea if your party is still weak from the Porco Grosso battle.



Leave town and head southeast along the mountains to the mine shaft that sits at the end of the eastern train tracks. Inside, you'll find a young Prince Marcassin and his older brother, Gascon, just as they're set upon by a vicious earth ogrrr. Step in to save them; the ogrrr is a hardy foe but shouldn't provide much of a challenge to a team that just brought down Hamelin's mightiest battle tank.



- Maria	321	EARTH OGRRR		
A PE	SIGN	HP	WEAKNESS	RESISTS
	- O	560	Fire	Storm

Escort the two princes back to the castle and then report to the emperor. The emperor teaches you how to get back to your own time, by using the Breach Time spell and a powerful magic wand named Mornstar that's sealed in the Tombstone Trail. He also gives you the Arrow of Light, which finally gives you a way to deal light-type damage to the many monsters who have that weakness.



Arrow of Light spell





Tombstone Trail

Wriggling Road to Ruin

Suggested Level: 30

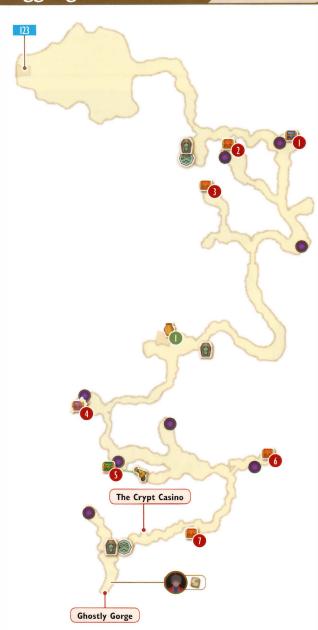












Map Legend

Formula

Chest

Pot

Pickpocket's Pistol Point

Familiar Retreat

Waystone

Curse Spots

Tombstone Trail Creatures

	258		S	UNSHADE	
	SIG	IGN HP WEAKNESS RESIST			
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A	273	BOUGIE			
400	SIC	GN HP WEAKNESS RESIST			
030	(7	182	_	_

6	277 WISP					
	SIGN	HP	WEAKNESS	R	ESISTS	
*	-\$\$-	212	Water, Light	Fire.	Darkness	

4	281 GIRLFRIEND					
	SIG	N	HP	WEAKNESS	RESISTS	
AA	₹.		216	Light	Dark	

A	ZOMBO				
22750	SIGN	HP	WEAKNESS	RESISTS	
3-2	-	405	_	_	

(293 EGGROLL				
	SIGN	HP	WEAKNESS	RESISTS	
2 300	- ∳- -∳-	195	Light	Dark	

Treasures (Chests)

● 🥌 Devil's Fang	🜖 🔪 🧰 Black Blade
🕖 🥘 🧱 Avenger's Badge	6 🗑 🛑 Cheeseburger
🌑 🦲 Misty Shroud	🕡 🧻 Curse-Be-Gone
◆ Simple Dark Cloud Gem ■	



Curse-be-Gone



32 The Legendary Wand

To reach the Tombstone Trail, head west from Hamelin until you hit the mountain range that serves as the western border of the area. Follow the west wall north through the Ghostly Gorge. When the trail dead-ends at a broken land bridge, cast your Bridge spell to repair the path across.



At the other side of the land bridge, move south to get around the bridge and then continue on to the twinkling point to forage a piece of raw steel, which will come in handy soon. Then travel north, following the mountains to the east until you reach a small cluster of graves at the plateau's northern tip. Search the grave markers for a suit of mirrored armor (hidden treasure 58). Then head south back to the land bridge and cross underneath it. Proceed northwest to the ghost-face entrance to the Tombstone Trail, where Princes Gascon and Marcassin are waiting to join you.





At the entrance to the trail, Prince Gascon gives Swaine a recipe for a new gun called the rogue's revolver, and you should have everything you need to alchemy it right up. The ingredient list consists of the hog's cog you got from Porco Rosso, the drill screw you got as a hidden treasure, and two pieces of raw steel, which are available at two different Autumnia forage points.





New Formula: 128



Ascending the Trail

After saving at the waystone, head east and follow the southern wall as it leads you past a locked door to a shattered bridge. Use your Rejuvenate spell to fix it, then continue on to a red chest containing a curse-be-gone.



Continue up the mountain trail until you see a bridge that connects to a ledge to the east. On the other side of the bridge, you'll see a row of tombstones behind a patch of

dark shadow. If the coast is clear, step on the shadow to see what happens: The entire party catches a nasty curse, slowing their movement and forcing them to start each battle with the curse condition. You can walk off this curse in a few seconds, but when enemies are nearby, hidden curse spots can potentially be very dangerous. To avoid them, stay out of patches of shadow or, if you have to cross one, cast the Levitate spell first so you can float right over it.



Grab a cheeseburger out of a chest behind the curse spot, and then head west to where a skeleton blocks your path. He won't let the living go any farther, so you'll have to find a way to fake your death right here on the spot. Remember that Poison Apple spell that you never imagined you'd ever find a use for? Face the skeleton and give it a try! When you come to, you're on the right side of the skeletal bouncer and he even throws in a skeleton key that opens the door to an undead casino—that locked door you passed on your way up. But you can't backtrack at this point, so let's continue forward.



From the three-way fork at which you awaken, take the southernmost branch, which dead-ends at a set of tombstones that provide a clear shot at a green chest containing a black blade sword.

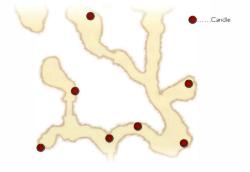


The north fork leads only to a curse spot, so weave through the tombstones and take the center fork to proceed. The trail leads you past a purple chest (watch out for a dark shadow that marks a nearby curse spot) before taking you to an old house. In that area, you'll find a curse-be-gone in a pot, another broken down robot, and a very welcome waystone.



Follow the path east and then north. Eventually you enter a dark cave and have to use your Magic Lamp spell to light the way. You soon encounter another friendly skeleton who asks for your help lighting all the candles in the area. Use your Magic Lamp spell to light the one at the fork right behind him, then turn left to explore the west fork of the cave. That path splits again, and you'll find a candle in each of the paths, as well as a chest with an excellent misty shroud cloak in the upper path. Then return to the crossroads with the skeleton and head down the east fork. You pass one candle on the north well, then another in a wider cavern where the path turns to the north. Fire up your Levitate spell for that one, as it's protected by a hardto-see curse spot. Travel a short ways north, where you can find the sixth of seven unlit candles in a side cavern to the east. When the path splits again, take the west fork, which leads to the final unlit candle and a chest with an avenger's badge accessory (but watch out for the curse spot right in front of the chest!). If you're having a hard time finding all the candles check the map for all seven locations.





Lighting the seven candles blows a hole open in the cave at the end of the east fork, allowing you to slip out to a small outdoor area with a blue chest behind a tree (and a curse spot), a waystone, a manhole, and a beautiful pumpkin patch that hosts—you guessed it—the boss of the area.



Boss: Candelabracadabra

Ghoulish Guardian of the Great Wand's Grave



Thanks to the royal family of Hamelin, you're now well-equipped to exploit the weakness to light shared by so many evil enemies. Sadly, Arrow of Light is not a very powerful spell, and you could probably damage Candelabracadabra more efficiently with cheaper spells from magic-focused familiars or a bum rush of physical attacks. But since light is its weakness, your arrows have a good chance of stunning Candelabracadabra or knocking loose a gold glim.



When you get a stun, immediately switch to an aggressive familiar and order an All-Out Attack! When you get a gold glim, send someone other than Oliver to grab it—Candelabracadabra is resistant to fire, so Oliver's Burning Heart is a waste of a valuable gold glim.



Most of Candelabracadabra's attacks revolve around inflicting status conditions, so there isn't much you can do to defend against them. The one exception is his powerful Wacko Lantern, which can deal a heavy amount of damage to your whole party. When you see him preparing that, switch to an All-Out Defense! as soon as possible—you won't have much time. But otherwise, just keep whittling away at his health with arrows and physical attacks.





33 Gascon and Marcassin

When you regain control of Oliver after the battle, examine the tomb directly in front of you. There you'll find the Mornstar wand, as promised, and learn the Breach Time spell. A warp point appears to the southeast, which you can use to warp directly to the world map, putting you in position for an easy walk back to Hamelin. There, after a series of event scenes, Marcassin gives you an opportunity to use the Take Heart spell to fill your locket with a new type of heart piece: belief. Then all that's left to do is cast Breach Time to return to the present, and then cast the Give Heart spell to return that sense of belief to its rightful owner.



Breach Time Spell



A restored Marcassin points you to your next objective: recovering a map to the three magical stones that unlock Mornstar's full power. That map was stolen by a sky pirate named Kublai. In the beloved Great Sage tradition, Marcassin throws in a stack of new spells for The Wizard's Companion: the magical defense-boosting Ward spell, two spells that will come in handy for solving future puzzles (Fuse and Insight), and a Travel spell that allows you to instantly return to any area you've already visited!

Marcassin also tells you about the Solosseum Series, a fight tournament held at the Temple of Trials, to which you can now Travel whenever you like.



Ward, Fuse, Insight, and Travel spells



When you visit him after completing the events in Hamelin, Old Father Oak gives you a page of The Wizard's Companion in addition to his usual gift (this time it's a Healing Tear gem). Even if you don't pick it up now, he'll hold onto the page until you find the time for a visit.



New Tale of Wonder—The Tree and the Stone



So what to do next? You can follow the Guiding Star and sail to Kublai's Skull Mountain headquarters, but there are plenty of other options, too. In addition to the Solosseum that Marcassin mentioned, you can now sign up for errand tasks 012-018, 77, and 82, as well as bounty hunt tasks 98-102 at Swift Solutions. A new batch of people with pieces of heart to donate have appeared—not just here in Hamelin, but also back in Ding Dong Dell, Al Mamoon, Castaway Cove, and the Fairyground, which should allow you to also finish off any older tasks in your journal. Finally, there's that casino in the Tombstone Trail that you were given a key to in the past... Might it be open in the present? (Hint: Yes.) You're also probably now strong enough to collect the hidden treasures on the Spindle, Swan Island, and Ugly Duckling Isle. And of course, Old Father Oak always appreciates a visit. Clearly, there is a boatload of optional things to do at this point. But if you're eager to get to Skull Mountain, set a course to the northwest coast of the Summerlands, and we'll meet you there.

Rolling Bones at the Crypt Casino

The quickest way to reach the casino is to warp to the Tombstone Trail and then head east a short distance from the waystone. Inside, you'll find a lively casino full of the dead, and four different games at which to test your luck. You'll also find patrons who can tell you how many times you've died and continued, and a few ghosts to talk to with the Spirit Medium spell (not that they have anything important to say).

To play the games, buy chips at the counter for 5G apiece. Chips can't be converted back into cash but can be redeemed for valuable prizes, including rare alchemy ingredients, weapons, and armor. You can also buy tickets that can be redeemed for special familiars. New prizes become available as you proceed through the game, so the limited selection available now will expand at a later point in the story, and then again after the main story is completed.



The four games available include the traditional game of blackjack, slot machines with a few twists, an original card game called Platoon, and a game called Double Cross that's based on the Trial of Friendship from the Temple of Trials. Players with extremely good reflexes will probably find Double Cross to be the best way to make money, since it's a game of skill and not chance. The courses here are significantly harder than they were at the Temple of Trials, but once you get good at them, you can play them repeatedly for large prize purses. Players with less confidence in their double-analog skills can always save their game, bet big on the slots (machines 8 and 12 have the highest potential for massive payouts), and then reset if they don't hit a jackpot. You can bet double or nothing after every win in blackjack or Platoon, which makes these games potentially lucrative for those who are willing to master their intricacies. We'll cover the casino games in greater detail in the tasks section of this book.



Fighting up the Solosseum Ranks

When you Travel back to the Temple of Trials, you find that the ambience has changed a lot. To give the Solosseum a try, speak to Sage Solomon, and then Umbopa. The tournament has six ranks, and at this point in the game, you'll struggle just to complete the first one. Each rank consists of three battles in a row, and your HP and MP will not be refilled between them. (If a character is defeated, he or she will be revived at 1 HP.) You can't use items at all, so one of the key strategies of the Solosseum is making sure you have plenty of HP and MP left for the final round. For best results, control Esther and focus on casting her healing spells, while allowing Swaine and Oliver to use their MP freely in the early part of each battle; then order them to conserve it until the start of the next round. The prize for clearing the first rank is a dragon tusk weapon, 2,000G, and access to the next rank—which you probably shouldn't attempt until you're quite a bit stronger.





The Autumnia Islands

Four small islands surround the continent of Autumnia, and the nine remaining hidden treasures in this region are scattered among them. One of them—the Broken Crown to the northeast—is not accessible by ship. The Spindle to the east is accessible, but you'll only be able to reach the lower half of the island, and the enemies there are tough (but beatable).

More promising are Swan Island and Ugly Duckling Isle to the northwest. These islands are populated by some very well-known creatures—mites, thumbelemurs, drongos, and several other common faces. But the most interesting creature here is one that won't be so familiar. The puffy green toko creatures on Ugly Duckling Isle (the tiny island in the southeast corner of the chain) aren't any more difficult than the other random foes here, but they're worth about 10 times as much EXP—over 2,000 points apiece. They make tiny Ugly Duckling Isle the premier destination (at this point in the game, at least) for when you need to grind for experience points.





HIDDEN TREASURES IN THE AUTUMNIA ISLANDS

Sadly, the best of this area's hidden treasures are not accessible by ship, but it's well worth your time to explore Swan Island and Ugly Duckling Isle, where you can grab a handful of useful treats and provisions without too much trouble.



On the unnamed island west of Swan Island, search at the northernmost tip (just past the small forest) to find a cappuccino.



(54)

On Swan Island, travel north along the island's east coast until you hit the base of the mountains. Search there for 500G.



(55)

Travel west along the small island west of Swan Island. Walk across the shallow sandbar to a tiny island with a grove of trees. Search the southern part of that island for two servings of babana flan.



(56)

On Swan Island, travel south along the island's east coast. Search at the base of the mountains to the south, between the two groves of trees, to find two sundrops.



(57)

Search at the northern tip of Ugly Duckling Isle (the smaller island south of Swan Island) for a pair of ruby ripple ice cream cones.



(58)

This one's back on Autumnia, but only becomes accessible when you return from the past. Travel to Tombstone Trail, walk under the land bridge to the south, and then travel north, following the mountains to the east. Search the plateau's northern tip for a suit of mirrored armor.



(59)

Dock at the Spindle and travel inland to the east coast of the island. Follow the coast to the south until you hit a corner between the mountains and the cliffs over the sea, and search there for a bottle of pixie dew.





TASK JOURNAL—PART 10

Returning to the present unlocks a massive batch of errands and a significant new supply of heart pieces, including the kindness heart piece that you've long needed to complete task 008 in the Fairyground. Unfortunately, there still aren't quite enough heart pieces to finish everything in your journal: You need courage to complete task 011, but task 016 also requires courage, and there's only one new piece available. Neither is a prerequisite for other tasks, so the choice is yours.

There are also five new bounty hunts available, although you may need to get up to date with your heart piece errands before you can unlock some of them. Task 098 can be completed locally, two others take place near Old Smoky, and your targets in the remaining two are near your next destination of Skull Mountain.

ERRANDS

Task 012—Asleep on the Job

An employee of the Hamelin Black Market is having trouble keeping his eyes open. Sounds like a pretty exciting job to me, so it's got to be a case of brokenheartedness. If you haven't already taken it, you can use the Take Heart spell to collect the restraint he needs from a guardsman in the southwest corner of the main street in the northern part of the city. Then cast Give Heart to cure him and earn your reward.



Task 013—Piggy Paranoia

The city guardsman northeast of the Hamelin Cat's Cradle has lost his belief in, well, pretty much everything, and is throwing accusations around willy-nilly. Restore his faith in humanity by using the Take Heart spell to collect some belief from a man in a blue smock who's standing near the Swift Solutions building, and transfer it over with the Give Heart spell.



Task 014—Research on the Rocks

Another Hamelin native is having a crisis of belief at his balcony in the southeast corner of the northern part of the city. Fortunately, you can collect some extra belief from a mustachioed man standing at the steps in the corner north of the Cawtermaster. Take it with Take Heart, give it with Give Heart, and collect an easy reward.



Task 015—School's In

Your client for this task is a Grimalkin girl in the northeast corner of the park in Ding Dong Dell's northern area. She's lost her enthusiasm for learning, but you should have extra enthusiasm in your Locket already from an enthusiastic balcony dweller in the northern part of Hamelin. (If not, Travel back there and use your Take Heart spell to get it now.) Cast Give Heart to cure your client and earn your prize.



Task 016—Strength to Soldier On

One of the Ding Dong Dell palace guards (located at the northern exit to the northern area) has lost his will to fight. There are two tasks that require courage and only one donor available at this point in the game, but there's a nice symmetry in using it here, since the donor is this guy's Al Mamoon counterpart—a palace guard standing in basically the same spot. Use your Take Heart and Give Heart spells to transfer the courage from one guard to the other and save the day.



Task 017—A Suspicious Mind

Back in Al Mamoon, a man walking outside of the Swift Solutions building is paralyzed with fear that his girlfriend is cheating. That sure sounds like a crisis of belief. There are multiple sources of belief available, but let's turn to a true believer in the Fairyground for this one. You can find him right outside the Hootique; Collect his extra belief with the Take Heart spell, then Travel back to Al Mamoon and cast the Give Heart spell to share the virtue.



Task 018-...Where the Heart Isn't

In Castaway Cove, there's a new task-giver at the north end of the bridge near the docks. He's lost his belief in his neighbors, and your Take Heart and Give Heart spells are the only possible cure. There are multiple belief donors available at this point in the game: Let's use the one near the southern entrance of the northern section of Ding Dong Dell. Her faith is more than powerful enough to restore the broken heart of the man in Castaway Cove.

Reward: 🚱 🚱 🥸

Rise and Shine gem and 750G.



Task 082—Notes from the Tracks

That guy who keeps losing his diary has—gasp!—lost his diary again. You'll find him in Hamelin, standing against a light pole in the northern part of town. This time, he claims to have lost his diary on the train tracks near a mine shaft. There are a few different possibilities, but the correct one is the short run of track that heads into a cave in the chasm southwest of Hamelin. Search just outside of the tunnel to find the diary, and return it for the usual generous reward.

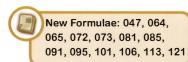


Task 077—The Forest Alchemists

This task is quite a ways off the beaten path. To find the client, return to the Shipwreck Shore, enter through the natural arch on the beach (which was previously blocked by a giant collum, one of your bounty hunt targets), and circle around the cliffs to the west to get on top of the arch. Continue east into the grove of trees, where you'll find a hidden forest glade with red, green, and purple chests and a client who wants you to help him alchemize a royal spear. The ingredients he alludes to in his vague description are actually jade marble, shadowglass, and raw steel-you'll need two of each to complete the recipe. You can forage raw steel and shadowglass from twinkling points outside of Hamelin, but the jade marble won't be easy. Jade marbles are harvestable at the Shimmering Sands and the Spindle (the island east of Autumnia), but both foraging points are inaccessible at the moment; you'll need some way to fly to them. If you really want to clear this task now, your one shot is stealing them from the pike tykes on the Spindle. Your odds of getting one are only about 20 percent, but those are the best odds of getting a jade marble at this point in the game. When you have all six ingredients, add them together to generate a royal spear, and bring it to your client. He lets you keep the spear, gives you some rare ingredients as a reward, and teaches you a whole bunch of new formulae to boot!

Reward: () () () () ()

Fogdrops x2, coldstones x2, and 1,500G.







The coldstone the client of task 77 gives you is probably the last ingredient you need to start making phoenix breath, a very useful provision that can resurrect your entire party.

BOUNTY HUNTS Task 098—Causing a Stink

From Hamelin, travel west to the Ghostly Gorge, then travel north along the mountain range on the east side of the valley; the purple monster at the tip of that easternmost ridge is your target. Its attacks inflict random status conditions on your team, but if you're using a storm-type familiar to do the brunt of the work, you don't need to worry about that so much. Just send a pair of melee fighters to keep the fug busy while your best storm-user blasts it from afar.

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A	SIGN	HP	WEAKNESS	RESISTS		
个双个	-Ô-	1,324	Storm	Water		



Task 099—Magmadder then Ever

To find your quarry in this bounty hunt, cast Travel to warp to Old Smoky and walk halfway up the mountain, to a point near the second waystone (which you can use to heal up if you took any hits on the way up). Your target is a magmadame, a faster and deadlier version of the magmoiselle you battled here previously. The magmadame's deadliest attacks are fire-based, so if you have battle-ready, fire-resistant familiars like the hurly, sunshine, ruff, small fry, turbandit, purrloiner, wisp, or sprog cog (or their metamorphose forms), they'll be especially effective here. Elemental trick familiars are particularly good as well (especially water-type ones, of course), as they allow you to fan out your troops so the magmadame can't hit multiple ones with her Hot Huff move.

- Bal	302	M	MAGMADAME		
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(W	· .	1,732	Water	Fire	



Task 100-Shell on Earth

Land at the beach on the western coast of the Summerlands, near Skull Mountain. Travel east from the landing, then use a rock bridge to cross the river to the north. Follow the river northwest, and you'll soon spot the giant turtle that's the target of this bounty hunt. As you might expect from its appearance, your foe is a hardy creature, with unusually high levels of both defense and magic defense. Attack buffs like your mite's War Cry trick and magic attack buffs like Esther's Cheer song will help your attackers pierce the shellraiser's shell and get in some actual damage.

%	329 SHELLRAISER					
	SIGN	HP	WEAKNESS	RESISTS		
	· ę·	1,680	_	Water		



Task 101—Splash Damage

Your quarry in this hunt is the giant whale that's circling Russet Isle, the small but wide island west of the Summerlands, and just southwest of the beach where you dock for Skull Mountain. As with all of the whales you've fought previously, a few good storm-type familiars are all you need to blast this guy out of the sea. Keep the rest of your team focused on aggressive melee strikes so they can cancel the foe's Waterspout trick if he ever pauses to use it.

Reward: (a) (b) (b) (c) (d) (b) Noble attire and 1,500G.

	306 BLUBBER BUBBLER				
	SIGN	HP	WEAKNESS	RESISTS	
	· o·	1,732	Storm	Water	



Task 102—Fiery Giant

To unlock this task, you first need to have found at least four courage pieces of heart. Once you've signed up, Travel to Old Smoky, but this time leave the area and return to the world map; your target is actually hanging around on the trail that leads to the volcano. As in the magmadame battle, water-type familiars work great here, but you'll want at least one character providing healing to anyone who gets wounded. The fire ogrrr's Rockfall move can kill a character out of nowhere if their HP is allowed to fall too far.





Making Friends at the Hermit's Shell



Forest Glade

III Forest Glade

Places of Interest

We've yet to visit the area west of Castaway Cove, in the southwest corner of the map. It's a region that consists of four islands, one of which is buried under a deep fog that makes it unreachable even by air. The enemies on the other islands and in the surrounding seas are extremely difficult, and I wouldn't recommend you attempt to visit Bungler's Bay (in the east) and Turtle Crag (in the northwest) at this point in the game. However, one island has no enemies to face and conceals a small town-like area where you can reap rewards by doing small tasks. It's called the Hermit's Shell, and it's the small island in the southwest corner of the map.



To reach it, sail northeast from Hamelin, or cast Travel to reach Castaway Cove and sail west. You can enter the island's hidden cove through a small arch in its southeast corner. Grab a meteorite fragment from a twinkling point in one corner of the beach and a hidden treasure of a Rise and Shine gem in the opposite corner, and then head inside the "Hermitage" cave. There you can find a purple chest you can't yet open, and a green chest that's sunk in the icy water in the northeast part of the cave; stand at the water's edge, so the jackpotty is staring at your back, to shoot the chest and pilfer a Healing Tear gem.

The main attraction here is the dozen or so creatures you can speak with by using the Nature's Tongue spell. Virtually all of them want something from you, and are willing to give you items in exchange.





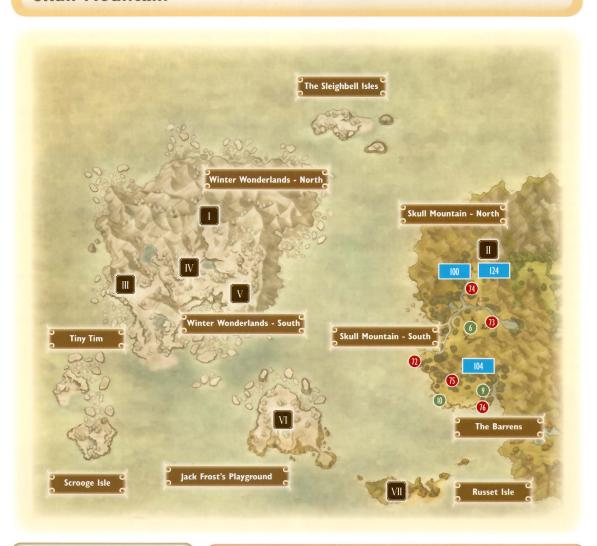
- The puss in boats wants two well-worn swords.
 You probably have them on hand from past hidden treasures, but you can buy them in Ding Dong Dell if necessary. In exchange, he gives you a Poison Pinch gem.
- The sea, lagoon, and lesser spotted naiads want you to cater their party with two carnation cakes and a carrot cake. If you don't have any on hand, you can use your cauldron to make them out of fairly common ingredients (which are sold at most Hootiques). They return the favor with a bottle of sage's secret.
- The lonely duncecap in the east corner wants to meet another mushroom familiar. You can find napcaps in the Golden Grove, and they're very easy to recruit (a 25 percent chance).
 Return with the napcap in your party or reserves and the duncecap will give you five glowcaps.
- The clinketyclank that's wandering around in the center of the cave wants three sprockets. You should have found two as hidden treasures on Teeheeti, and you may have already picked up a third by battling sprog cogs in southern Autumnia. (If not, battle them now, and double your odds of getting one by having Swaine attempt to steal it.) In exchange, the clinketyclank will give you a Thunderspark gem.
- The jackpotty by the water's edge wants to meet a potty. You can catch one in the enemy encounters that occur at sea, either at the southeast coast of the Summerlands or the northwest coast of Autumnia. Your reward for doing so is three bottles of pixie dew.
- Finally, if you can satisfy all of the other familiars' requests, the tokotoko in the northern part of the cove will give you the name tag item, which allows you to freely change the names of your familiars from within the Familiar Retreat.



Chapter 5—The Magic Stones

Oliver and his companions have claimed Mornstar, but still lack the three magic stones needed to unlock the wand's full potential. Before they can begin their world-trotting expedition to find the missing stones, they need to get a map—and the only known copy is in the hands of the notorious sky pirate, Kublai, of Skull Mountain.

Skull Mountain



Places of Interest

- The Glittering Grotto
- Skull Mountain
- Forest Glade
- IV Yule
- Sleety Hollow
- 11 Forest Glade
- VII Forest Glade

Skull Mountain/The Barrens/Russet Isle Hidden Treasures

- 🕦 😃 Stardrop 🚯 🦠 Poisoner's Horn*
- **1** 500G

Skull Mountain/The Barrens/Russet Isle Forage Points

1 Jade Marble

* Not yet accessible

- 1 Fogdrop

Skull Mountain/The Barrens Creatures



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	142 HOT COG				
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	© ©	287	Water	Fire	



***	270	BIGGER BOGGLE				
	SIGN	HP	WEAKNESS	RESISTS		
	· •	277	Storm	_		

Russet Isle Creatures



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	SIGN	HP	WEAKNESS	RESISTS	
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- ESPE	190		WINCY	
*	SIGN	HP	WEAKNESS	RESISTS
7	© ©	386	Fire	_



King of the Sky Pirates

To reach Skull Mountain, sail to the wide beach on the northwest coast of the Summerlands. Leave your ship at the beach and travel inland, crossing the muddy stream to the east. On the way, you'll pass a few hidden treasures and the creature that's your target in bounty hunt task 100, but other than that, there isn't much to see in this corner of the Summerlands. After crossing the rivers to the east, be on the lookout for a stone bridge that will allow you to cross the wider river to the north. Bear east as you travel north, and you'll soon see the unmistakable entrance to the pirate's Skull Mountain headquarters looming ahead of you.



HIDDEN TREASURES IN THE SKULL MOUNTAIN AREA

There are several hidden items in this region of the world, but for now we'll focus on the three that are directly on the path to Kublai's Skull Mountain lair. We'll return for the items in the Barrens (the strip of coastline south of the Skull Mountain area) and Russet Isle (the area off its coast to the west) after settling matters with Kublai.

(12)

From the landing beach on the west coast of the Summerlands, cross the river to the south and continue to follow the coast south. Search just south of the first thicket of trees you pass along the cliff's edge to find a mug of cappuccino.



From the landing beach on the west coast of the Summerlands, head east until you hit a small elevated ridge sandwiched between the mountains to the south and the river to the north. Search the larger of the two giant boulders south of the ridge to find a stardrop.



Follow the river south of Skull Mountain, bear left and follow the river to a dead end just south of a waterfall. Search the large boulder at the dead end to turn up 500G.



Skull Mountain

Den of the Sky Pirate

Suggested Level: 34

















Kublai's Challenge

Skull Mountain is not the heavily defended fortress you might have imagined. You can walk right inside, save at a waystone, and step straight onto the deck of the Iron Wyvern—Kublai's legendary ship—in search of the man himself. Kublai seems to be willing to hear you out, but first Oliver must prove that he is who he claims to be by bringing down the Red Dragon, who swoops in from above.

Skull Mountain - South



Boss: Red Dragon

The Scarlet Sentinel



There isn't too much we can tell you about the Red Dragon that you won't hear from Drippy, who knows exactly how to win this fight. At the beginning of the battle, Red Dragon casts Dragon Scales to sharply boost its magical defense. Throw an army of melee attackers at it to pound it with physical strikes, and watch its life bar in the corner of the screen so you can see exactly when that magical defense boost ends.



That's when you need to switch to Swaine and blast the Red Dragon with his poison-inflicting Rotshot. Not only will Rotshot do a ton of damage immediately, but the lingering effects of poison will continue to inflict damage. Better still, the poison will stun the dragon, giving you a chance to order an All-Out Attack! for even more damage. Keep watching its life bar so you can use Rotshot again as soon as it runs out, provided the dragon hasn't cast another Dragon Scales spell.



With poison being so effective and physical attacks offering a chance to cancel the dragon's lengthy trick performing periods, it's easier to use melee attackers than to try to exploit the dragon's weakness to water and storm spells. Just make sure to keep an eye on your troops' positions; your foe's Dragonbreath move will leave large swaths of the battlefield aflame, and your NPC-controlled allies aren't always bright enough to stay out of the way. When one of your fighters wanders into the flame, block the initial onslaught and take control of its leader to yank it out in a hurry.



If you haven't already won a dragon tusk by beating the first round of the Solosseum, or if you have multiple horn/claw-wielding familiars in your party, don't miss the chance to have Swaine swipe one here!



35 A Flightless Dragon

Kublai turns out to be a pretty reasonable guy, outside of the whole testing people by attacking them with dragons thing. Speak to him on the deck of the *Iron Wyvern* to learn the location of your next objective, then go speak to his henchman on the lower part of the vessel, who will give you a stack of new formulae for your alchemy cauldron. These scurvy pirates sure are friendly once you get to know them!



New Formulae: 015, 020, 025, 030, 035, 040, 070, 079, 087, 090, 103, 111, 124



Kublai keeps a dragon named Tengri in his lair, but the dragon has become mysteriously despondent and will no longer fly. Use your Nature's Tongue spell to speak to the dragon, and then report back to Kublai and tell him what you've learned. It becomes pretty clear that the cure for Tengri's ills will not be found in this world. As he sends you on your way, Kublai gives you a jumbo sundrop, which will allow you to metamorphose one of your familiars to its ultimate form (of which you have two choices), along with a new formula. If you're hurt from the Red Dragon fight, take advantage of his waystone before you leave the other world in search of Tengri's cure.



New Formula: 043





At this point in the game, having one of your familiars metamorphose will set it back significantly. In the long run, you do want to metamorphose your troops, but it's important to do it strategically so it doesn't impair your combat ability. It's best to metamorphose your familiars only one or two at a time, and only after major boss fights. You probably want to hold on to this jumbo sundrop until you've completed your current story quest.



Cast Gateway to return to Motorville, and then travel west to Leila's Milk Bar, where Myrtle waits outside. After catching up with her, you meet a dog named Genghis, whom you can speak to using the Nature's Tongue spell. Genghis wants your help, urgently, but doesn't have a lot of details to share. Follow him back to his master, who's at a house in the southeast corner of town. Genghis is lying on the front path with a Nature's Tongue icon over his head, but save your game before you go up and speak to him. As soon as you do, you trigger a chain of events that ends in another Nightmare fight.



Boss: Denny's Nightmare

Void of Confidence



Denny's Nightmare has two tricks. The first is the sleep-inflicting Restless Sleep; if you notice it in time, this can be a good time to use an All-Out Attack! Having a character go to sleep isn't a problem itself, but the fact that sleeping characters can't block the Nightmare's other trick definitely is. Make sure to use a sleep-be-gone or spell to wake your comrade before the Nightmare performs its other trick, Oil Spill. This trick will hit everyone in your party for a staggering 80–100 points of damage if you don't defend against it.



The best strategy for defeating Denny's Nightmare can be summed up in two words: All-Out Defense! Or is that three words? Regardless, correctly timing a shift to an All-Out Defense! is the difference between a winnable battle and almost certain death. Begin the battle by ordering Esther to focus on healing, and make sure she never runs out of MP with which to do so. Oliver can send out melee fighters or blast away from a distance with Arrow of Light spells, while Swaine should be given your best familiars to deploy (but only use ones who are capable of defending).



Denny's Nightmare typically performs a trick immediately after it teleports, and there usually won't be enough time to wait and see which one it is; as soon as you see him teleport, hit \blacksquare to order an All-Out Defense! while manually ordering your current character to defend. If Denny's Nightmare performs Restless Sleep, defending won't do all that much, but if he performs Oil Spill, it will cut the damage by 75 percent and knock out glims like candy from a piñata. Gold glims are very easy to get this way, and those will be the main source of the damage you inflict upon Denny's Nightmare. Experiment with your familiars to see which one does the most—Swaine's hurly is usually a great choice.





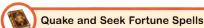
A New Cure for a Broken Heart

You've freed Denny, but you still haven't mended his broken heart. What Denny lacks is confidence, and it's hard to imagine a more confident man than good ol' Captain Kublai. Gateway back the the other world where you can find him on the deck of the *Iron Wyvern*. Cast Take Heart to extract what you need, and Kublai will throw in a few spells for *The Wizard's Companion*: Quake and Seek Fortune. Quake has no in-game use, but Seek Fortune can be used anywhere on the game's overworld map to illuminate hidden treasures. That'll make it easy to find whatever treasures you've missed, but now is not the time for fortune-seeking; you need to cast Gateway to warp back to Motorville, and then cast Give Heart to put Denny back to normal.



A grateful Denny goes bounding off to who-knows-where, but it's Myrtle you need to follow—back to Leila's Milk Bar. There, Pea gives you a cryptic warning and disappears, concluding your business in Motorville. Cast Gateway to return to Skull Mountain, where you find that Tengri is... gone? Ask Kublai what happened, and before you know it, you'll be riding a dragon through the skies of the other world. Pretty sweet deal!







Virtually the entire world is now open to you, but before you go exploring, heed Kublai's advice and take a quick test flight down to the area marked on his treasure map. It's called Solitary Isle, and it's just southeast of Teeheeti. Park your dragon by pressing • to bring up landing crosshairs, moving them over the island until they turn blue, and pressing × to confirm your target. Once you've landed, you'll discover a stone marker with a mysterious inscription.



Read it, then cast Travel to return to Skull Mountain and ask Kublai to help decipher it. He can't give you a conclusive answer, but once he spreads out the map for you, *The Wizard's Companion* can: Cast Insight to illuminate the three destinations at which the magic stones have been sealed.







So what's next? You have the three magical stones to collect, scores of hidden treasures to find, and a huge new batch of tasks—errands 019, 021–024 and 057–058, and bounty hunts 103–105. As always, the choice is yours!

solve cris
residents
flavor of
the world
find the h
The two

Now that you've gained the ability to solve crises of confidence, you'll find residents suffering from that particular flavor of brokenheartedness all over the world. Fortunately, you can usually find the heart pieces you need nearby. The two most substantial new tasks in this batch are offered by Kublai's henchmen in Skull Mountain; don't overlook them as you do your Travel tour of the game's townships.

ERRANDS

Task 019— With Friends Like These

In the northern part of Ding Dong Dell, the Grimalkin girl outside of the passage that leads to the small park is suffering from an acute lack of kindness. Sadly, this heart piece isn't available at the moment, so you'll need to return here after finding one in the city of Yule a bit later in the game.



Task 021—A Tail of Woe

A brokenhearted Grimalkin man wandering along the east wall in the northern part of Ding Dong Dell needs a shot of confidence. You can get the confidence he needs by casting your Take Heart spell on the old woman selling purple fruit on the street west of the entrance to Ding Dong Dell. Give that to your client with the Give Heart spell to earn a trio of breeze cakes and, as a bonus, the recipe for a jumbo stardrop.



New Formula: 044



Task 022--Artist's Block

The artist in the Al Mamoon Cat's Cradle inn has lost confidence in his talent. To find the needed piece of heart, look no further than the textiles merchant outside of Al Mamoon's Hootique. Use your Take Heart spell to collect the piece and your Give Heart spell to transfer it back to the artist.



Task 023—Comedy Gold

A tiny fairy standing on the counter of a kiosk between the Fairyground's Cat's Cradle inn and Swift Solutions has lost—you guessed it—his confidence. Sadly, tasks 021, 022, and 024 take all the available confidence at this point in the game, so you'll need to come back to finish this one after finding an extra shot of confidence in the town of Yule.



Task 024—A Crisis of Confidence

On the wide street in the northern part of Hamelin, a researcher in one of the ground-floor balconies is in desperate need of confidence. Fortunately, you can use the Take Heart and Give Heart spells to get all the confidence you need from a customer in Hamelin's own Swift Solutions shop.

Reward: (2) (2) (2) (3) Sage's secret and 1,000G.



Task 057— The Mechanic's Lament

The pirate in the northern part of the Skull Mountain cave is struggling with some mechanical repairs. Oliver thinks he knows just the man to help: Myrtle's dad, Rusty, back in Motorville. Collect the parts from the client and cast Gateway to return to Motorville. Travel to the road that runs along the southern edge of the city, then travel west to find Rusty's garage. You'll find him inside, and he happily helps with the repairs. Use Gateway to return to Skull Mountain and bring the repaired parts to your client. In addition to your reward, the grateful pirate throws in the formula for making jumbo moondrops.

Reward: (a) (b) (b) (c) Stout armor and 1,500G.



New Formula: 045



Task 058—The Sky Pirate's Charm

The pirate near the waystone in Skull Mountain has lost the gustplume that he treasures as a lucky charm. Don't waste a lot of time looking for it: Just go outside and hunt for a major byrde in the wilds outside of Skull Mountain. Major byrdes have a small chance of dropping one and offer Swaine a solid 20 percent chance of stealing one. The client suggests you try to get one from a beachhead, but that would take a whole lot longer, since they have only a 5 percent chance of dropping one and it's not one of their stealable items. The major byrde offers the best odds you'll find anywhere nearby.



Z

You may want to steal a few more gustplumes, as they're great ingredients for alchemy. One extra should allow you to complete formula 124 and make a storm-boosting storm seal accessory.



BOUNTY HUNTS

Task 103—Bewitched by a Beast

Your target in this bounty hunt is a dualynx in the northern part of the Autumnia continent, at the end of the long path that begins on the continent's northwest beach. (If you've made it to Perdida, it's a quick dragon hop northwest of the city.) The dualynx is backed up by a trio of auroralynxes, so begin this fight by using powerful area-effect spells and tricks to maximize your damage potential, and then pick off the auroralynxes before they can erase your damage with healing spells. The dualynx has no particular weaknesses, but the auroralynxes are weak to dark-type tricks, which certain familiars may be able to take advantage of.



Task 104—Catch the Fleeing Fiend

Your target for this bounty hunt is in the Barrens, a coastal chunk of the Summerlands that's south of the Skull Mountain area and accessible only by dragon. There, by the river to the east, you'll see a giant tempestus majora. It has a ton of hit points for you to chew through, but it isn't a particularly aggressive foe. Use fire-type spells and attacks and make sure to keep your party's HP up so you'll always have the numerical advantage.



No.	326	TEMPESTUS MAJORA			
10	SIGN	HP	WEAKNESS	RESISTS	
22	·ô·	2,520	Fire	Water	

Task 105—An Island in Crisis

Your target in this task, a dusty fug, is on the small island west of Swan Island (which is north of Ding Dong Dell and northwest of Hamelin). This creature has a strong affinity for poison, so your poison-resistant mite and hurly familiars will be quite strong here, as will any automata or vermes familiars you may have in battle-ready condition. But while your poison-resistant familiars will make good distractions, it's your storm-type familiars that will win the day. Field at least two so you can rotate between them, and use magical attack—boosting tricks or songs to make sure their hits hurt.



	310	310 DUSTY FUG				
	SIGN	HP	WEAKNESS	RESISTS		
不黑不	· o·	2,660	Storm	Water		



TENGRI'S TREASURE HUNT

Now that Tengri has given you the ability to land on (almost) any landmass in the game, you can return to all of the previous regions you've visited and pick up whatever hidden treasures were inaccessible before. And thanks to your new Seek Fortune spell, finding treasures is a whole lot easier than it used to be. To make sure you don't miss any, we'll go through them area by area.

THE WEST COAST OF THE SUMMERLANDS

Let's start locally, in the otherwise inaccessible patch of Summerlands coastland known as the Barrens, and Russet Isle off its west coast. To reach the Barrens, just fly south from Skull Mountain and land after crossing the mountain range. Here you'll find two hidden treasures and your target for bounty hunt 104. There's also a pair of twinkling forage points; the one in the southwest corner of the region holds one of the jade marbles that you need to complete task 077. Next, if you haven't already visited Russet Isle to the southwest, now's a good time to fly over and claim a pair of treasures and visit a hidden forest area. But be careful: The enemies on the island are pretty tough. Avoid combat if you can and go all-out with your best moves if you can't.

Hidden Treasure on Russet Isle and the Barrens

(75)

Walk to the top of the rocky ridge in the northwest section of the Barrens and search its tip for a Thunderspark gem.



From the southeast corner of the Barrens, walk east along the coastline until you

end up at the base of a ridge to the

west. Search there for a poisoner's horn.



(11)

Search the eastern tip of Russet Isle (the island northwest of Old Smoky and southwest of Skull Mountain) to find a Slow Poke gem.



(78)

A small bay cuts into the center of Russet Isle, leaving the surrounding cliffs in a horseshoe shape. Search the northern tip of the west cliff, where the cliff juts out over the sea, to find three sturdy shinbones.



* Please refer to the map on p. 178 for details.

Hidden Forest Glade on Russet Isle

To find the hidden forest in Russet Isle, travel into the grove of golden trees that are surrounded by low cliffs in the western part of the island. Inside is the usual set of red, purple, and green chests. The red chest contains a toadstool sundae, and the green chest is atop the rocky arch that separates the southern and northern part of the forest. Stand near the giant mushrooms in the southern part to shoot it and collect a rare phoenix breath provision.



Map Legend

Chest

Pickpocket's Pistol Point

Treasures

1 Toadstool Sundae

1 Beast-Hi<u>de Cloak (not accessible)</u>

Phoenix Breath



Hidden Treasure West of Deep Dark Wood

Soar east over the mountains to the northern Summerlands, where your adventure began. Now that you have Tengri, you can reach three treasures and four foraging points you missed the first time. There are two wide stone buttes on the west side of the gorge that splits the area off from the Deep Dark Wood; have Tengri land on the southern of the two buttes to find a foraging point with another jade marble. Then have Tengri pick you up and set you right back down in the valley west of that butte, where you can find three hidden treasures. (We've done our best to describe them, but you'll definitely want to fire up the Seek Fortune spell here, as these chests aren't near any obvious landmarks.)



At the northern end of the Summerlands' northwest valley, there's a twinkling forage point where you can pick a rings-a-bell. lust a few steps to the west of it, search where the tree line hits the grass to turn up a planetdrop.





In the Summerlands' northwest valley, travel north from the lake that pours into the chasm. When the valley splits into a lower section and an upper section, walk along the east rim of the dead-end trail on the upper section and search at its tip to uncover a babana flan.



Search at the southern tip of the Summerlands' northwest valley, just north of the lake that pours into the chasm, to uncover a wildflower sundae.

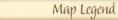


* Please refer to the map on p. 74 for details.

Hidden Forest Glade West of the Deep Dark Wood

There's also a hidden forest glade in the westernmost part of the valley, in the southernmost thicket of trees. There you can claim a bunch of slumbernot leaves from a red chest. Take a few steps to the northwest from the red chest to find a spot from which you can shoot the green chest (which holds a bottle of pixie dew) atop the giant green statue. If you like, you can also have Tengri take you to the raised plateau north of the Deep Dark Wood. You can encounter some rare creatures and forage a few items from twinkling points there, but there are no hidden areas or treasures to find.









THE RIM OF THE SHIMMERING SANDS

Next, travel south to the rocky wall of cylindrical plateaus that composes the northern rim of the Shimmering Sands, known as the Genie's Steps. There are three hidden treasures here, and you'll need to have Tengri take you from plateau to plateau to claim them all. Then continue on to the wall that composes the southern border of the Shimmering Sands, where you can find another hidden treasure. (There are also a few we covered in Chapter 2 that were difficult to reach on foot and will be a lot easier with Tengri's help.

Hidden Treasure around the Shimmering Sands

(27)

On the wall of plateaus north of the Shimmering Sands, have Tengri take you to the farthest northeast plateau on which he's willing to land. Travel west along its north rim and search for noble attire where it dead-ends into a slightly higher butte.



(28)

Land on the low plateau directly northwest of the Temple of Trials and walk to its northeastern tip, where you're directly north and a little bit west of the Temple of Trials. Search there for a Firewall gem.



(29

Travel to the westernmost plateau of the rock wall that composes the northern barrier of the Shimmering Sands, and search at its western tip for 10 bars of milk chocolate.



(30)

Land on the easternmost plateau of the rock wall that composes the Shimmering Sands' southwestern border, and search its eastern tip for a breeze cake.



(31)

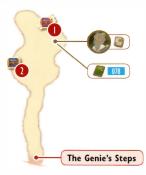
If you haven't done so already, sail northwest along the coast from Castaway Cove and disembark at the first beach you see. Walk north from the beach and search at the base of the cliff to dig up a pointy hat.



* Please refer to the map on p. 96 for details.

The Alchemist's Cave on the southern Genie's Steps

After that, fly across the gap to the cave entrance at the southernmost plateau of the mountain ridge that serves as the eastern border of the Shimmering Sands, overlooking the road from Al Mamoon to Castaway Cove. Inside you'll find a blue chest with a medal of fortitude, a purple chest you can't yet open, and an old man who seems to know a lot about alchemy but won't share his recipes until after you've completed the main story.









THE SOUTHEAST ISLANDS

When we covered the southeastern islands in Chapter 3, we managed to extract all of their treasures save for one—the Thunderstorm gem on Solitary Isle. But there's one more reason to revisit this region: The tiny, heavily wooded speck of an island off the southern tip of No Longer Mine (the island north of Teeheeti) conceals a hidden forest glade. It doesn't look like Tengri could land on it, but he's surprisingly willing to do so. In the glade you'll find a purple chest that can't be opened yet and a green chest that contains a dragon tusk; it's on the eastern wall in the northern part of the area, and you can get a clear shot of it from the elevated rocky area against the southern wall.

Hidden Treasure on Solitary Isle



If you haven't done so, search behind the stone marker on Solitary Isle, southwest of Teeheeti, to uncover a Thunderstorm gem.



* Please refer to the map on p. I 22 for details.

Forest Glade on Southern Tip of No Longer Mine Isle



Map Legend

💡 Pickpocket's Pistol Point

Treasures

🕕 📟 Dragon Tusk

1 See Medal of Valor



THE AUTUMNIA REGION

In the Autumnia region, you can now land on the Broken Crown—the island in the northeast corner of the map—to pick up a pair of excellent hidden treasures and forage a rumblenut or two. You can also land on the elevated northern region of the Spindle, the island south of the Broken Crown, to grab the area's final hidden treasure and forage another jade marble. While we haven't left any treasures behind in the Swan Island area (northwest of Hamelin), you can take this opportunity to revisit that area and battle your target in bounty hunt 105; you'll find it on the unnamed island just east of Swan Island.

Hidden Treasure on the Broken Crown and Spindle



Hike north up the mountain path that begins in the northeastern corner of the Broken Crown's central basin. Search at its tip for a powerful bee sting spear.



Travel south from the stone monument at the heart of the Broken Crown and search against the mountain wall to uncover a skullfang ring.



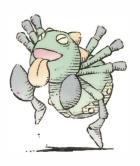




Land at the elevated northern region of the Spindle, the island northeast of Hamelin. Search its northwest tip for a woodsman's knife.



* Please refer to the map on p.139 for details.



Abandoned Mine East of Hamelin

Finally, there's one more hidden area to visit. Fly over the mountains east of Hamelin, and you'll notice a high-altitude mine nestled among the peaks. Unlike at the other mines, the entrance isn't blocked, so you can walk right in to collect a toadstool sundae from a red chest and a set of giant's fingernails from a green chest that's very difficult to spot. To hit it, go to the north end of the cave, near the skeleton, and stand on the raised rocks to the west. Stand between the two buckets against the west wall and have Swaine fire into the darkness to the west.



Pickpocket's Pistol Point





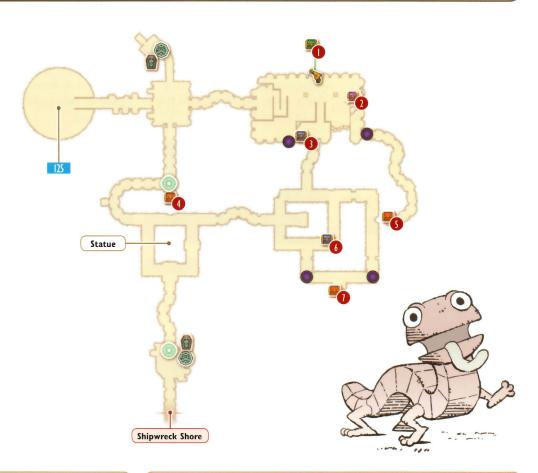
The Vault of Tears

Cursed Crypt of the Cobra King

Suggested Level: 36

×3

x2



Map Legend

Formula Chest

Pickpocket's Pistol

Familiar Retreat

Waystone

Magic Seal

Nix Trap

Treasures (Chests)

Storm Serpent Scales

0 💊 Steam Hammer

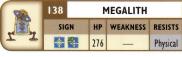
Serpent Key

Espresso

Pie on the Bone

O Sage's Secret

The Vault of Tears Creatures



100	130		TEGALITH	
	SIGN	HP	WEAKNESS	RESISTS
LI	♦	276	_	Physical

2	181	SILLYMANDER				
1	SIGN	HP	WEAKNESS	RESISTS		
Total I	- o	315	Physical, Storm	_		

	186 CHLOROBOROS				
	SIGN	HP	WEAKNESS	RESISTS	
	→ 4	301	Water	_	

	187 OBSCUROBOROS				
	SIG	iN	HP	WEAKNESS	RESISTS
	· •		313	Light	Dark

*	218 NAJALISK						
	SIGN	HP	WEAKNESS	RESISTS			
	© ©	108	Storm	_			

×	220	NAJAPATRA				
	SIGN		HP	WEAKNESS	RESISTS	
C T	è	321		Storm		



37 The Three Keepers (Part 1)

You can pursue the three magic stones in any order you like, but for reasons of difficulty balance, we recommend visiting the Vault of Tears first. The vault is in the southeast Summerlands, at the end of a trail that begins at the Shipwreck Shore. No need to walk; Tengri will be perfectly happy to drop you off right at the front door.



Inside the vault, head down a curved staircase to a room with an ominous statue in front of a waterfall. There, the entire party gets a taste of the Cobra King's hospitality by being transformed into frogs. With no other clues to pursue, follow the mysterious rainbow-colored frog that disappears down the stairs to the northeast and will lead you on a counterclockwise loop through the whole area. (As frogs, you can't cross the flowing water to the northwest, so following the rainbow frog is pretty much your only option.)



Don't waste time going after the treasure chests; you lack the hands to open them. Just take the most direct route possible through the southeast room (hanging a left, and then another left) to reach the flooded room in the northeast. Since this water isn't flowing, you can swim straight through it to reach the exit door to the west. In the room through that passage, you'll finally catch the rainbow frog; follow it south onto a magical seal that will return you to your human forms.





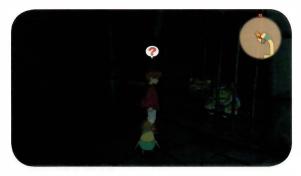
As frogs, you can't cast spells or fight in combat. Your familiars can fight, but remember that their masters won't be able to heal them; if you have a familiar in your reserves capable of healing, this would be a good time to put it in your active party. (You can also use healing items.)





The Legend of the Frog Prince

You'll find the rainbow frog in the room to the north, and can you communicate with it by casting the Nature's Tongue spell. Per its request, head north into a dark area and use your Spring Lock spell to bust the Frog Prince out of jail.



Then lead his majesty south to the magic seal that restored you to your human forms. When that doesn't work, return to the area outside of his cell, where he tells you a few lines of a riddle that may point to a solution. But his majesty's memory is faulty; examine the wall of his cell yourself and you'll see the full clue.



With that knowledge, return to the center of the room with the locked door and cast your Puppet String spell. Pull out each statue and reverse them, so the one on the left is exactly where the one on the right was and vice versa. Make sure that you don't push them too far in.



If you are successful, the water drains from the room to the east, revealing a previously unnoticed blue chest and also making it possible to claim the set of storm serpent scales from the green chest in the northern part of the room. The serpent key you need is in the blue chest underneath the platform in the southern part of the room. It's protected by a seal that will nix you, preventing you from performing spells, trickshots, songs and tricks if you step on it, so you must use the Levitate spell to reach the chest safely. Take the serpent key back to the room where the Frog Prince is waiting and unlock the door to the west. But don't go through until you've returned to the hallways outside the cell to save and heal at a waystone, because the feud between your froggy friend and Aapep isn't going to be resolved peacefully.



Don't forget to grab the two chests from the southeast room while you're in the area, as well as the newly accessible chest through the winding passage in the east wall of the room that was previously underwater. Two of these three chests are protected by the nix-inflicting seals, so make sure your feet never touch the ground!



Boss: Aapep

King of Cobras



Before you challenge this boss, make sure that any scale-user who might be on your team has those storm serpent scales equipped; they'll work nicely against Aapep's storm-type moves. Aapep's moves are powerful, so it's important to fight defensively and fire up an All-Out Defense! whenever you see him casting Serpent Strike. Black Bolt is also very dangerous and can cause confusion, but only the character Aapep is facing needs to defend.



Aapep's other attack, Death Rattle, isn't as devastating as his others since it only inflicts a curse on your team. However, be sure to cure any status ailments so your entire team can effectively block and attack. When you notice him performing this move, attack to get in several easy hits and even attempt to cancel the move.



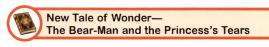
Use fire-type tricks and Oliver's Arrow of Light to knock the first 20 or so percent off of Aapep's HP bar, which is the cue for Drippy to appear and present a new strategy: You can hit Aapep with the Burden spell to slow him down, stun him, and possibly knock loose a gold glim! Order an All-Out Attack! before you cast it so Swaine and Esther's familiars will be ready to capitalize on the boss's brief period of vulnerability. This trick will only work so many times, and every time you use it, the odds of success and the duration of the stun decrease. Also, casting Burden will often miss, so don't count on it to take you to victory. Yet, if it does connect, it should generate a gold glim or two. Still, one of the easiest ways to get gold glims is simply by performing a successful block against either of his damaging moves.



When you do see the powerful gold glims, get them into the hands of someone with a powerful fire-type miracle move (Oliver's is fine, but many familiars can do better) and you can burn through a good chunk of Aapep's massive HP bar.



Congratulations! You've earned the Moon Stone for yourself, a happy ending for the Frog Prince, and a new page for *The Wizard's Companion*. Not a bad day's work. Incidentally, if you ever want to catch up with Ali and Yasmina, you'll find them in Al Mamoon's Cat's Cradle. It might not be a bad idea to get a room for yourself, as you have some tough fights ahead.





The Black Porpoise

The Second Keeper

Suggested Level: 38





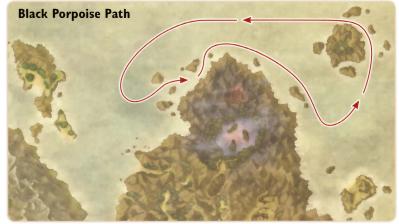






You can't fly to your next destination, so leave Tengri behind and Travel from Al Mamoon to Hamelin. Sail to the northern end of the continent, where one of the stars on your map marks a ghostly ship, the *Black Porpoise*, that's circling the shoals and islands on Autumnia's northern coast. Equip your sword users with fire-type swords like the candle cutter (or skip ahead to the next area, Yule, to buy a blazing blade from the local merchant). When you're ready for the fight, save your game and plow your ship into the ghost ship's hull. You'll battle two bosses in a row, although the first is much easier than the second. As that first battle comes to an end, take the opportunity to heal up and maybe give your healer some coffee in anticipation of the greater challenge ahead.





Boss: Jetsam

Ne'er-Do-Well Nautomaton



The strategy for Jetsam is pretty straightforward: Juice up your magic attack ability with tricks or songs (like Esther's Cheer) and pound him with storm-type spells. If Jetsam begins to perform something, it's probably going to be Barrel Blast, as that's the only trick he knows. It will hit whoever he's facing, so defend if it's the character you're controlling or order an All-Out Defense! if it's not. Failure to block this move will be very damaging, but a successful defense will trigger a stun and—hopefully—a gold glim. When the coast is clear, get right back to brewing up that storm. When Jetsam is nearly defeated, make sure to heal the whole party to tackle the next challenge when he goes down.





Boss: Cap'n Crossbones

Scourge of the Seven Seas



Cap'n Crossbones is a powerful physical attacker who is also resistant to melee attacks himself, which is why it's worth it to have your fighters use fire-type weapons even if they aren't very powerful. With Cap'n Crossbones being so strong, it's tempting to throw a tank in his way (a good automata familiar would be ideal) and blast him from afar with Arrow of Light and fire-type tricks.



But Drippy proposes a far riskier strategy: Stay in his face with aggressive physical attacks so that you can cancel tricks like his life-stealing Plunder. Canceling is a triple win, as it creates a long period of stun and usually knocks loose a gold glim. This is risky, though: His attacks come so quickly that you can't wait for him to execute them before you try for a counter; you have to use fast-attacking characters and hope they get lucky. If you do pursue this strategy, have Esther focus on healing while the familiars of Swaine and Oliver do the pounding. Alternatively, you can give up on the canceling strategy and have Esther and Swaine provide healing and a distraction while Oliver blasts Cap'n Crossbones with spells. The Cap'n's attacks are too quick to block effectively, but if you stay away from him, he won't be able to deal damage faster than you can heal it and damage him back.





When the battle is won, collect the Sun Stone and listen to the tale from the skeleton crew of the *Black Porpoise*. There is only one stone left to find, but it will mean a long, chilling journey to the northwest.





The Winter Wonderlands



Places of Interest

- The Glittering Grotto
- Skull Mountain
- Forest Glade
- IV Yule
- Sleety Hollow
- W Forest Glade
- VII Forest Glade

Winter Wonderlands Hidden Treasures

- 🕡 👽 Slow Poke Gem
- Sturdy Shinbones (x3)
- 🚳 🤩 Breeze Cake
- Whirligig Gem
- 0 🥝 Jumbo Stardrop
- 100 Piamond

- 🐠 🥝 Dark Cloud Gem
- **8** Chocolate Bonbons
- 0000G
- 🚳 😩 Frosty Flan
- 🔌 Pirate's Cutlass
- 0 👽 Pure Steel Armor

Winter Wonderlands Forage Points

- Raw Steel
- Coldstone
- Tealwood
- 1 Snowflake

- Snowflake
- 🕡 🝟 Tealwood
- Blizzard Bloom
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- 10 🍟 Fogdrop

Winter Wonderlands Creatures



	053 SASQUISH						
	SIG	N	HP	WEAKNESS	RESISTS		
	<u>C</u>		317	Fire	Water		

	054 SASQUASH						
ASA I	SIGN	HP WEAKNESS		RESISTS			
	.	337	Fire	Water			

A STATE OF THE STA	059 MANGLERFISH					
	SIGN	HP	WEAKNESS	RESISTS		
	© ©	335	Fire	Water		

	163 LOTUS BUBBUD					
	SIGN	HP	WEAKNESS	RESISTS		
	© © S	321	Fire	Water		

卷	214 MESSY PLESSIE					
	SIGN	HP.	WEAKNESS	RESISTS		
	Ø.	342	Fire	Water		

	253 ICE MAIDEN					
	SIGN		HP	WEAKNESS	RESISTS	
	~	5	315	Fire	Water	

Tiny Tim/ The Sleighbell Isles Creatures

	063 TADABOUT					
	SIGN		HP	WEAKNESS	RESISTS	
	-		320			

卷	214 MESSY PLESSIE					
	SIG	N	HP	WEAKNESS	RESISTS	
	- Ô	.	342	Fire	Water	

(3)	POND POM				
Mary .	SIGN	HP	WEAKNESS	RESISTS	
	© ©	315	Fire	Physical, Water	



Jack Frost's Playground/Scrooge Island Creatures

(CH	047 ADAMANTIGER				
M	SIGN		HP	WEAKNESS	RESISTS
24.			324	Storm	_
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OTHER PROPERTY.	· •	ġ.	327	Fire	Water				
	151	151 CLINKETYCLANK LX							
	SI	GN	HP	WEAKNESS	RESISTS				
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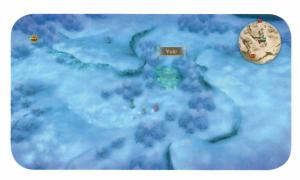
144 SIGN COGDENSER

HP WEAKNESS RESISTS

The Third Keeper

WEAKNESS

The final star on your map points to a cave in the heart of the Winter Wonderlands, a frozen continent in the northwest corner of the map. But when you land to check it out, a giant furry creature known as a tomte directs you to the governor of the nearby settlement of Yule, whose permission you need to enter the Glittering Grotto. You can't enter Yule from the north, so have Tengri fly you over the city to its southern entrance. While you're exploring the area, you might as well hunt down some of the region's hidden treasures and visit its three hidden areas, one of which holds an accessory that you won't want to miss.



The main continent's hidden forest glade is near its western coast, directly west of Yule and just south of the continent's northwestern mountain range. The entrance is in the area's largest patch of trees. There's no purple chest, so you can clear out the area completely: The red chest has a sarsaparilla sundae, the blue chest holds a jumbo sundrop, and the green chest contains a Roly-Poly gem. Hit the green chest by positioning yourself a few steps southwest of the shirtless man and looking to the east.



There's also a hidden ice cave called Sleety Hollow on the continent, although you should wait to visit it until after you've entered Yule and unlocked task 059, as that's where you'll find the task's client. The cave is at the southern tip of the eastern region of the Wonderlands, and you can reach it by shimmying down a path that leads to a section of frozen ice over the sea (or you can have Tengri drop you directly onto the ice). The cave holds a red chest with a snow-white ice cream cone, and at its northern tip, you can look south and upwards to spot a green chest on an elevated ledge. Shoot it for a Snowblower gem.



Finally, there's a forest glade on the island known as Jack Frost's Playground, which is southeast of the Winter Wonderlands and just northwest of Russet Isle. The entrance is in the forested area at the center of the map. Inside you'll find two red chests holding a frosty flan and another snow-white ice cream, but the real prize is in the green chest. To spot it, make your way to the northwest exit of the area, where the hill starts sloping upward, and then look to the southeast. Shoot it to net a water seal that will give one member of your team 30 percent resistance to water-type moves. That resistance will prove to be very useful against the bosses and bounty hunt targets in this area.



HIDDEN TREASURES IN THE WINTER WONDERLANDS

We've already explored the summery southeast segment of this map, but this is our first time setting foot on the icy continent of the Winter Wonderlands and its four frozen islands: Scrooge Island, Tiny Tim, Jack Frost's Playground, and the Sleighbell Isles. Together, they host another dozen hidden treasures that will be easy to find with your Seek Fortune spell.



Fly to the Sleighbell Isles, a chain of three islands northeast of the Winter Wonderlands. Land on the western part of the largest island and search just east of the small grove of trees on its western tip to find a misty shroud.



(80)

Have Tengri fly you to the otherwise inaccessible ledge northwest of Yule, which overlooks the continent's largest frozen lake. Search at the western tip of the lower part of the ledge for a breeze cake.



(81)

When traveling along the eastern part of the Winter Wonderlands, stop at the icy ridge that juts over the lake directly south of the Glittering Grotto. Search the northwest corner of the ridge to turn up a Whirligig gem.



(82

Leave Yule through the south exit and walk south along the ridge to reach a slightly elevated plateau that overlooks a gorge southwest of the city. Search at the southern tip of the plateau to turn up a jumbo stardrop.



(83)

Leave Yule from the north and head northeast to the lake. From the lake, travel south to a small ridge that overlooks the sea, just south of a cluster of white trees. Search at the ridge's tip for an iron diamond.



(84)

At the southern tip of the eastern region of the Winter Wonderlands, shimmy down a path that leads to a section of frozen ice on the sea. Search at the tip of the deep valley to the east to find a Dark Cloud gem.



(85)

Fly south by southwest from Yule over a steep mountain range that has a frozen lake on the other side. Land on the lake, and then travel northwest to get onto a thin ridge that runs between the lake and the mountains. Walk to the end of the ridge and search for a coldstone.



(86)

There's a small hill on the east side of the beach in the southwestern part of the Winter Wonderlands. Climb onto it and search at its western tip for a pack of chocolate bonbons.



(88)

Southwest of the Winter Wonderlands is a chain of two islands. Land on the southwestern half of Scrooge Island, the southern island, and search at the southern tip of the area for a pirate's cutlass.

(89)

Land in the northwest region of Jack Frost's Playground, the island southeast of the Winter Wonderlands. Walk south along the northwest coast until you find yourself at the top of a shallow bluff that you could slide down to reach the lower, southern part of the island. Stay on the high ground and search to the west for a frosty flan.







(90)

Have Tengri land on the small rocky island that's attached by a natural land bridge to the southeast of Jack Frost's Playground, and search its center for a suit of pure steel armor.





Home of the Snowfolk

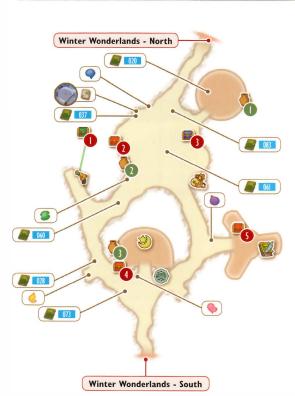
Suggested Level: 40











Formula

🧸 Hootique/Peddler

Cat's Cradle

Swift Solutions

Chest

Pot

Task Pickpocket's Pistol Point

Map Legend

🌑 Familiar Retreat

Ambition

Belief

Kindness

Courage Love

Confidence

Treasures (Chests)

Soulshield Gem

Phoenix Feather

1 Cappuccino Cheeseburger

Blunt Gem

Treasures (Pots)

0 😩 Wildflower Sundae (33%), Ruby Ripple Ice Cream (33%), or See-Through Pie (33%)

Frosty Flan

Sleep-Be-Gone (60%), Nix-Be-Gone (30%), or Phoenix Feather (10%)



% The Peddler

Provisions

<u> </u>	
ITEM	COST
Sandwich	100G
Cheeseburger	500G
Pixie Dew	800G
Strong Coffee	800G
Cappuccino	2,000G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G
Nix-Be-Gone	60G
Stone-Be-Gone	100G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Yogurt	50G
Fluffy Rice	150G
Green Grapes	200G
Caramels	200G
Snow Radish	200G



ITEM	COST
Blazing Blade	8,800G
Ice Shard	6,800G
Tomte Whomper	8,000G
Snow Witch Claws	6,500G
Icewyrm Tusk	2,000G

Armor

ITEM	COST
Inferno Armor	6,000G
Sasquash Pelt	5,800G
Aurora Cloak	5,000G
Tundra Shield	5,200G

Accessories

ITEM	COST
Wolf Fangs	4,500G

The Grotto's Gatekeeper

Yule is a lovely settlement, full of opportunity and completely free of danger. As soon as you step through its gates, you'll unlock tasks 020, 037, 059, 060, 073, and 106, as well as a generous assortment of pieces of heart. But before you get started on those errands, you should try to complete your business in town, lest Oliver and friends freeze to death due to their inappropriate attire. To get the governor's permission, go into Swift Solutions, where a giant tomte has been awaiting your arrival. It turns out that he serves a Grimalkin known as Purrofessor Tabitha, and she knows exactly who you are and why you're here. She can't get you permission to enter the Glittering Grotto, home to the final magic stone, but she suggests you stay at the inn so you can speak to the powers that be in the morning.



Stay at the inn, collect your free page of *The Wizard's Companion*, and see a dream that sheds some light on past events. In the morning, speak to the governor in the northeast igloo, who gives you permission to enter the grotto and throws in a badly needed set of winter clothes.



Regions of the World





If you've answered his riddles elsewhere, you'll find Horace inside the igloo in the northeast corner of town; I guess even ghosts like a nice fire on a cold day. Speak to him with the Spirit Medium spell, and he asks you about an icy flower that grows locally. You can find the answer (blizzard bloom) on page 139 of The Wizard's Companion. Horace rewards your detective work with the Cloudburst spell, which deals neutral damage to foes and has a 40 percent chance of sticking them with the nix condition, which seals away their ability to use tricks.







If you're having trouble spotting
Yule's green chest, climb the steps
to the locked house in the west side
of town and look to the northeast.
The chest holds a Soulshield gem,
which can teach a familiar a magic
defense-boosting trick.



Cloudburst Spell

While in town, take special note of the weapons available from the local merchant: Not only are they high-quality items, but they each transform the damage of the attacker from the physical type to an elemental type. These weapons are doubly effective because they can both get around enemies' resistance to physical damage and exploit their vulnerabilities to certain elemental types. In the short term, only the blazing blade will be useful (and it will be very useful, with so many water types around), but the other three weapons (which deal water-type damage) will prove effective against certain bosses and bounty-hunt targets at later points in the game. In the armor section, tundra shields and sasquash pelts will provide a welcome bit of water-type resistance to anyone who can equip them.



Talk to the small tomte who's ice-fishing in the northwest part of town. He gives you a big batch of recipes, including new weapons and armor and the second-to-highest tier of ability-boosting treats for your familiars.



New Formulae: 016, 021, 026, 031, 036, 041, 061, 071, 074, 080, 096, 107, 112





TASK JOURNAL—PART 12

The first few Yule tasks bring with them enough new pieces of heart to complete not just the two new brokenhearted tasks, but all the old ones that have been gumming up your journal. A young girl making a snowman in the northwest corner of town has some extra kindness for the child back in Ding Dong Dell (task 019), another child northwest of the Cat's Cradle has the courage your client in either Hamelin (task 011) or Ding Dong Dell (task 016) has been waiting for, and an older woman standing outside of a home west of the Cat's Cradle inn has the confidence that you need to help that tiny fairy in the Fairyground (task 023).



ERRANDS

Task 020—A Shivering Wreck

The man in the igloo in the northeast part of town just can't bring himself to face the cold weather outside. Use your Give Heart spell to give him the final final piece of restraint which you've probably been lugging around for hours now. (If you missed it, try looking for it in Al Mamoon or Hamelin.)

Reward: (4) (4) (4)

Snow-white ice creams x3 and 1,000G.



Task 037—A Mean-Hearted Hubby

That traveling pair of merchants is still having trouble keeping their hearts intact. This time you'll find them in the northwest corner of Yule, and it's the husband who's become brokenhearted. He needs the lone belief piece of heart that's available in town, which is held by a tomte just outside of the local Swift Solutions. Use the Take Heart spell to help yourself to a piece, and transfer it to the husband with your Give Heart spell.



Task 059—Moving On

Make your way to Sleety Hollow, the cave southeast of Yule, by having Tengri drop you off at the icy bank along the ocean and traveling north up a thin valley to reach the entrance at the end. Inside, you'll find a ghost girl whom you can speak to only with the Spirit Medium spell. Her one companion in this cold, dark cave is a level-30 jabberguppy, and her request is that you take it with you, raise it up to level 40, and then return it. You have to give it a slot in your active party, but you're free to use it in combat, and it's actually a pretty decent familiar. Its resistance to water will make it useful in the Glittering Grotto, especially for those who don't already have a waterresistant familiar. Don't be afraid to invest some treats into it; when you do hit level 40 and bring it back, your client asks you to keep it for good, and even gives you a formula so you can alchemically conjure up a jumbo planetdrop.



New Formula: 046



Task 060—A Hot New Look

A woman wandering between the Cat's Cradle Inn and Swift Solutions wants a snazzy swimsuit to get her through the winter. Teleport to Castaway Cove and speak to the bikini maker you helped in task 049, the one with the pink bandana who walks along the southern boardwalk. She tells you that her last swimsuit was stolen by a seagull who flew away with it to the west. Grab your ship/dragon and sail/soar west to the nearest island west of Castaway Cove, and then make your way to the northern tip of the island, where a tiny white seagull stands. Use your Nature's Tongue spell to speak to it, and it agrees to hand over the swimsuit. Travel back to your client in Yule to complete the task.







Task 073—Snow-Loving Creatures:

If you've completed Derwin's previous tasks, you'll find the bespectacled familiar researcher waiting near Yule's southern entrance. This time his shopping list includes the ice queen found in the Glittering Grotto (which you have a 6.4 percent chance to recruit) and two common familiars found in the Winter Wonderlands: a sasquish (which you have 6.4 percent chance to recruit) and a lotus bubbud (which you have 4 percent chance to recruit). Return to Derwin with all three familiars in your active party to collect the reward.

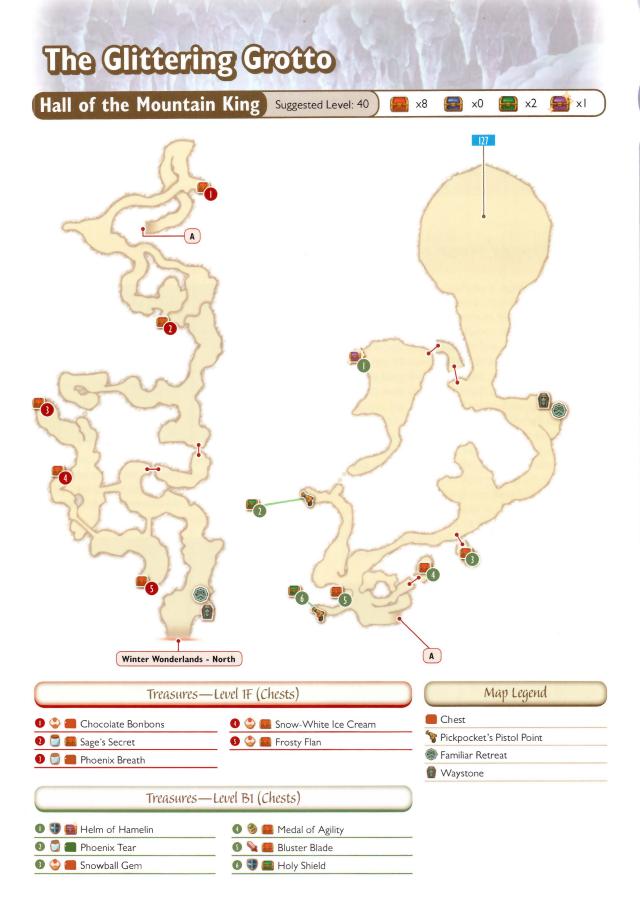


BOUNTY HUNT

Task 106—Sleighbell Hell

Your target in this bounty hunt is in the western region of the largest island on the Sleighbell Isles, which are just northeast of the Winter Wonderlands. The battle consists of high-level sasquish, sasquash, and papa sasquash foes. All three are capable of using moves like Earsplitter that deal damage over a wide area, and if multiple foes do so in rapid succession, you'll be toast. Kill the weakest target (the sasquish) immediately with fire moves like Hot Huff or Slash 'n' Burn, and then work your way up to the harder targets.





Glittering Grotto Creatures

MAMA SASOUASH



	(m)				
RESISTS		SIGN	HP	WEAKNESS	RESISTS
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	234	POND POM				
6	SIGN	N HP WEAKNESS RESIST				
	© ©	315	Fire	Physical, Water		



2	120	TURBAN LEGEND			
	SIGN HP		WEAKNESS	RESISTS	
The same of the sa			327	Fire	Water

4	254	10	CE QUEEN	
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00	SIGN HI		HP	WEAKNESS	RESISTS
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The Upper Floor of the Grotto

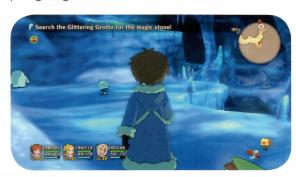
No need to call Tengri; if you leave from Yule's north exit, the Glittering Grotto is just a short hike away. Before you head inside, everyone should equip their best cold-weather gear, including blazing blades, tundra shields, sasquash pelts, and the water seal. This will help prevent blowouts from a handful of foes who can use area-effect water attacks, like the turban legend and the elder sasquash variations. But the enemies here are still dangerous, particularly trios of sasquishes and sasquashes who can cast Earsplitter in rapid succession. Fortunately, these creatures are slow and clumsy outside of combat, so it's very easy to strike them from behind and start the battle in an advantageous position. You should be able to use a quick fire spell or trick like Slash 'n' Burn to pick one off before its friends can even react. If you get into trouble, and a sasquash or sasquish is running after you on the area map, run to any of the thin ice bridges that connect the three landmasses in the southern part of this map; enemies can't cross them, so you're always safe in the center of a bridge.



Begin your explorations by taking the first ice bridge south and following the southwest wall to claim a pair of treats from treasure chests. Then return to the first landmass and head west—ignore the tomte who mentions the hidden passage; it isn't accessible with him in the way. Once you cross to the west, hit the treasure chest in the northwest corner for a rare and valuable bottle of phoenix breath. It's important to do that before you hop across the spire of ice to the north, as it will crack as soon as you've cleared it, leaving you unable to return the way you came.



If you do need to backtrack, you can make a loop by heading east and then south towards the tomte with its back to a secret wall. Run right past the tomte, into the wall, using the north end of the aforementioned hidden passage to get back to the entrance of the area.



As you proceed to the northern part of the area, you'll hit a dead end at a deep chasm. Use your Pulse spell to shake loose the stalactites above, and they'll form a bridge over the chasm. On the other side, stalagmites block your way, and this time you should turn to your Fireball spell for help. You'll encounter a lot more of these obstacles, and the correct answer will always be to use Pulse on the stalactites and Fireball on the stalagmites.

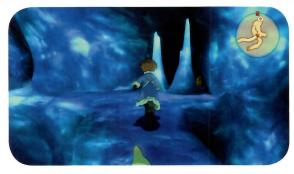




When you exit into the main chamber to the north, hang a quick right to find a passage that leads you to the bottom of the chasm, where you can Fireball away the stalactites that you just knocked down to reach a red chest with a bottle of sage's secret.



Then return to the main passage and follow the rim of the trail north to a spiraling ice bridge that leads into the lower level of the grotto. Don't miss a red chest behind some Fireball-able stalagmites on the way. There's a small ledge on the ice bridge from which you can Pulse a dangling stalactite that you'll need to use as a stepping stone below.







The Lower Floor of the Grotto

When you arrive on the ground at the lower level, hang a quick left down a thin passage that will give you a clear shot at a green chest holding a holy shield.



Then take the path to the east and jump across the stalactite you just knocked down. When you reach a dead end on the other side, cast Pulse again to knock down a second stalactite that will let you reach a wind-type bluster blade. Like the holy shield, it's a fine item, but stick with your blazing blade and tundra shield for as long as you're in the frozen north.



Head back down to where the fallen stalactites made a bridge to the red chest. Take a quick right down a narrow path and melt the stalactites you dropped from the upper level. Follow the path through a false wall to find a red chest that contains a medal of agility.



Backtrack to the first set of stalactites, Fireball it away, and proceed north. The road forks immediately, but a series of hidden passages make the entire central area one wide loop. The quickest way to proceed is to head left and travel north, hugging the wall to your left until you reach a vantage point from which you can shoot the area's second green chest and nab a phoenix tear.



If you hop across the spires to the north you can reach an area with a purple chest, but since you can't open that yet, backtrack and take the right fork instead. After you cross a long ice bridge and the turf beneath your feet turns to white snow again, search the area to your right for a hidden passage that conceals a red chest with a Snowball gem. Continue on that path to reach a waystone and, ultimately, the Glittering Grotto's boss room.





Boss: Cerboreas

Spirit of the North Wind



Cerboreas isn't just weak to fire; attacks or spells of that elemental type have a chance of stunning it and knocking loose gold glims. As always, there are diminishing returns for exploiting a boss's weakness, but an aggressive offense consisting of blazing sword strikes backed up by a few fire-type tricks and a fire-type miracle move will cut this boss down to size quickly.



But Cerboreas gives as good as it gets; its Howling Blizzard move is powerful and so quick to perform that you might not have time to put up an effective defense. Augment your troops' water resistance with items like tundra shields and the water seal, and make sure no one's HP drops below 80 or so.



Fortunately, its other tricks aren't quite so fearsome: Glacial Guard raises its magic defense, which isn't a huge deal, and Cold Boulder can only target one character, so it's pretty easy to defend against. However, if you fail to block Cold Boulder, it can leave its target stunned. If the battle's going well for you, have Swaine steal its icewyrm tusk; they're for sale in Yule but it's a pretty pricy item.



Tale of Cerboreas



Defeating Cerboreas earns you the Star Stone, another spirit item, and a new page for *The Wizard's Companion*. It also unlocks tasks 061 and 083 back in Yule, so you may want to Travel back to the city before you proceed any further with your task to enhance the Mornstar.

TASK JOURNAL—PART 13

There are only two new tasks in this batch, but since the layout of the Glittering Grotto is fresh in your mind and your team is already outfitted for cold weather, now's a good time to do them.

Task 061—Yule Have to Search

The tomte woman in the center of Yule's frozen lake has lost her child and needs your help finding him. Her first suspect is some human in the northern part of town, so interview the little boy just inside of the north exit. He points you to the Glittering Grotto, specifically the northwest corner of the ground floor's first area, just before where you stepped on that spire that shattered after you leapt across. When you reach the child, he's under attack from a water ogrrr and three turban legends, so be ready to meet them with your blazing sword and water-resistant armor. This is a tough fight, but if you have full MP and HP, you can afford to go hog-wild with tricks like Slash 'n' Burn to pick off the turban legends before they can do too much damage. After clearing the battlefield, talk to the tomte child and you'll automatically warp back to his grateful mother.







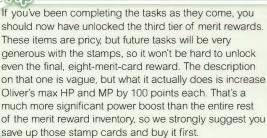
WEAKNESS RESISTS

Task 083—Notes from the Snow

Surprising no one, the guy who loses his diary everywhere has made it to Yule and...lost his diary on the way! You'll find the man just outside of the large igloo in the northeast part of town, and the diary is in a small hidden forest glade west of Yule. Walk east over the frozen river and stay on the south side of the mountain range, walking south around the cliff wall to reach the forest on the higher plateau near the coast. In its center, you'll find a hidden glade, and to get the traveler's diary du jour, just talk to the woman in the glade. Return to your client to deliver the diary and collect your reward.











Chapter 6—Northern Autumnia

You've collected all the magic stones, but clearly some modifications are needed before they'll slot comfortably into your Mornstar. A solution may await in Perdida, a lost city in North Autumnia that can only be reached by air. But first, you'll need to find someone who can get you past the guardian at its gates.

Northern Autumnia



Places of Interest

- Nevermore
- Miasma Marshes
- ₩ Perdida



Northern Autumnia Hidden Treasures

9 🧻 Phoenix Breath

🛛 💊 Beetle Horn

Northern Autumnia Forage Points

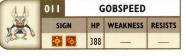
🕕 🗑 Sun Crystal (25%), Star Crystal (25%), Moon Crystal (25%), Planet Crystal (25%)

- Powerstone
- Sour Grapes

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A DII GOBSPEED						

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22	ė .		371	Fire	Storm

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Mornstar's Stones

The foremost authority on matters Mornstar is Marcassin, so teleport to Hamelin with Travel and visit him at his palace. Marcassin can't make the stones fit himself, but he knows someone who might be able to: the Great Sage Khulan. But Khulan has been missing since the destruction of her heavenly kingdom of Xanadu, and no one's sure if she's even still alive.







While you're in Hamelin, pay a visit to the owner of the Black Market. He's been watching your progress, and he has something he'd like to share with you: a new page for *The Wizard's Companion*. This one's easy to overlook, so don't miss it!

But a happy coincidence is waiting for your party as you leave the palace; you run into none other than a soldier of Xanadu—or a ghost of one, anyway. Use your Spirit Medium spell to talk to her, and she points you to the north, where she senses the presence of Khulan. She also gives you the Wings of Xanadu medal to get you through the gate. Now that you know roughly where Khulan can be found, you can forget about the old plan of talking to Rashaad (although if you do go to see him, he does have some information to share) and fly north to scout out northern Autumnia instead.



New Tale of Wonder—The Flying Machine



Perdida and Billy Goat's Bluff

If you take the guard's advice and fly northwest of Hamelin, you'll discover a landlocked valley that isn't accessible from the sea. At its heart, just south of an ominous, gassy marsh area, the lost city of Perdida sits atop a high hill overlooking the valley. Since you can land right in front of the city ruins, you may not feel a need to explore the valley beneath it. But that would be a terrible mistake: Outside of the game's final area, Billy Goat's Bluff is far and away the best place to grind for experience points. That's because it's home to a creature called tokotoko, the metamorphosed form of the toko that you may have battled on Ugly Duckling Island. Each tokotoko is worth over 8,000 experience points, which is more than you'll get from most bosses. The tokotokos are fairly rare, but if you're determined to find one, you can continuously enter and leave Perdida, then walk a few steps to the south until you can overlook the valley below and scan it for the puffy green creatures. If you don't see any, you can either fly to the opposite end of the valley to search for them there, or just go back into the city to reset the enemy placements and try again. When you do spot one, use the Veil spell (which you can acquire from Horace inside of the city) to ensure that you can sneak up on it from behind without the tokotoko fleeing or any other foes getting in the way. One warning: Tokotokos are cowardly combatants that often try to run away, so always target them with an All-Out Attack! as soon as the battle begins.







HIDDEN TREASURES ON BILLY GOAT'S BLUFF

There aren't a lot of items to find in the valleys south and west of Perdida, but the two items that you can find are certainly worth the bother. (91

Walk to the end of the long trail that begins at the beach in northwest Autumnia, or fly to the trail by traveling west and slightly north from Perdida. At the north end of the trail, search the ledge that's a few steps northeast of the stone monument for a bottle of phoenix breath.

(92

Travel west from Perdida until the trail seems to fork, with a thin trail going north and a row of trees forming a mountain valley to the west. You can't actually proceed any farther to the west, but if you search near the first tree in the row you can find a beetle horn.

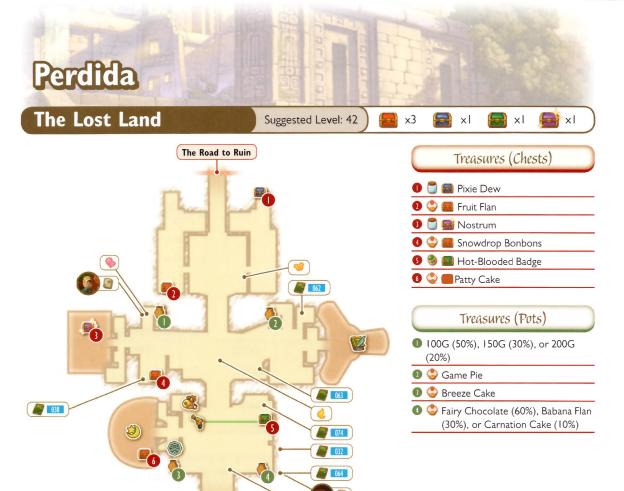






Perdida







Billy Goat's Bluff - South



3 The Peddler

Provisions

ITEM	COST
Sandwich	100G
Cheeseburger	500G
Pixie Dew	800G
Strong Coffee	800G
Cappuccino	2,000G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G
Nix-Be-Gone	60G
Stone-Be-Gone	100G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Yogurt	50G
Fluffy Rice	150G
Green Grapes	200G
Caramels	200G

Weapons

ITEM	COST
Greatsword	11,000G
Deadeye Spear	13,000G
Grand Ax	15,500G
Lazy Bone	15,000G

Armor

ITEM	COST
Enchanted Armor	12,500G
Magic Cloak	11,500G
Dusk Mantle	9,500G
Avenger's Shield	11,000G

Accessory

ITEM	COST
Shining Scales	2,400G



Queen of the Heavens

If you arrive at Perdida before collecting the three magic stones and speaking with Marcassin in Hamelin, the guard won't let you through the gates. But if you arrive here with the Wings of Xanadu medal, the guard will usher you in. You won't be allowed to speak to Khulan directly, but the townsfolk can point you to her. Speak to Anciana in the house at the town's westernmost point, and when she leaves, follow her into the courtyard in the northern part of Perdida. However, don't go up the stairs until you are ready for a fight.



Before joining the group gathering to meet Khulan, make a quick stop at the adjacent Cat's Cradle to heal and save your game. Not only will you pick up the usual page for *The Wizard's Companion*, but you will be in a better state to deal with the situation when Khulan finally appears, which sours quickly.







If you've solved his previous riddles, you'll now find Horace inside the Swift Solutions building in Perdida. His His riddle is a tricky one, but we can shed some light on the answer. He directs you to look at the "Regions of the World" chapter in *The Wizard's Companion* and find a character who only appears in one location. He wants the name of that location with the unique character. Each area marked on the maps corresponds to a number written in Nazcaän, and the only character that appears just once is the "6" next to Jabal al-Dukhan, the proper name of Old Smoky. If you enter the correct answer Horace rewards you with a new spell, Veil, which allows you to avoid being noticed by monsters. It's perfect for avoiding unnecessary fights and sneaking up on the local tokotoko population.







To hit the green chest atop the building east of the entrance to the city, stand at the southeast corner of the patch of grass where the local merchant has set up shop. The hot-blooded badge inside is a fine accessory that not only offers a solid ability boost but also increases its wearer's movement speed.



Boss: Khulan's Nightmare

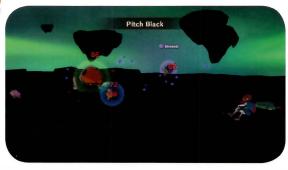
Void of Love



This battle is very similar to the one you fought against Denny's Nightmare; as before, the key is to wait until Khulan's Nightmare executes a teleport and then immediately defend and order an All-Out Defense! This time, both of Khulan's Nightmare's attacks are worth defending; its equivalent of Denny's Nightmare's Oil Spill is called Cruel Rain, and it is every bit as deadly (it also leaves pools of poison on the battlefield, so watch out for those). Getting poisoned isn't the end of the world, but if your character is already low on health it can become an issue that needs to be dealt with.



But while Denny's Nightmare's other attack simply inflicted sleep, Khulan's Nightmare's Pitch Black deals heavy damage to everyone and also inflicts the blindness condition. Blindness is no big deal; you can just switch to familiars who focus on performing elemental tricks, which won't be affected. But the damage can be a killer if it isn't successfully defended.



You can get gold glims either by successfully defending or by canceling one of Khulan's Nightmare's attacks. Once you get the hang of the timing, you may want to give your troops a second or so to attempt the cancel before you order the All-Out Defense! Canceling an attack leaves Khulan's Nightmare briefly stunned, but as a general rule, it's not worth risking your life in hopes of pulling a cancel off. Khulan's Nightmare is not very resilient, and its melee attacks are weak, so order an All-Out Attack! the instant you've completed your defense and you can get several hundreds points of damage in between teleports. Although the Nightmare is weak to light attacks, group melee attacks are probably more efficient than repeatedly casting Arrow of Light.



A Piece of Love, Sweet Love

There's no need to search Motorville for the piece of heart that Khulan needs; your old friend Kublai is positively overflowing with love and has plenty to share with Khulan. Extract it with the Take Heart spell, then speak to Khulan and select the Give Heart spell. Curing Khulan unlocks her story in *The Wizard's Companion* and gives Oliver's team a powerful new ally.



New Tale of Wonder— How the Little Girl Became Queen



As Marcassin had hoped, Khulan offers to perform a ritual to bond the magic stones with your Mornstar. The way she repeatedly asks if you're ready makes it sound like a boss fight is going to be involved, but the process is actually completely painless. Meet her at the northern courtyard to complete the ritual, which leaves Oliver with a newly empowered wand and three significant new spells.



Healing Hand restores an ally to full health, suddenly making Oliver the team's best healer. Fortune's Fool is a combat spell with a random effect that could be either positive or negative. Unleash isn't just a single spell—it's almost a whole school of magic! You can use it to summon any of the guardian bosses you've battled previously, each of which will cast a single quick spell that hits all of the enemies on the battlefield. These spells can be expensive, but it finally puts a variety of powerful elemental attacks at Oliver's fingertips.







So what does Fortune's Fool do, exactly? One of five things will happen when you cast it, each an equally likely possibility:

- Deal 1 point of physical damage to each enemy.
- Deal a significant amount of storm-type damage to each enemy.
- Refill the party's HP.
- · Refill the party's MP.
- Stick each party member with a random negative status condition.

Your next destination is north, through the fatally toxic Miasma Marshes. Luckily, Rashaad knew a way through the marshes, and Esther remembers exactly what he said: You need to get the rulers of Al Mamoon, Ding Dong Dell, and Hamelin to work together to make a special flute known as the Clarion. That's your next storyline objective, but there's plenty else to do first, like pursuing the newly unlocked errand tasks 025–028, 038–039, 062–064, and 074, and bounty hunt tasks 107–109. Also, your newly empowered Mornstar is now capable of using Spring Lock to open purple chests, giving you access to 20 potentially useful treasures. Test it out on the purple chest in Anciana's house, in the western part of the city.



Finally, there are several formulae you can collect here in Perdida. Talk to the guard at the city entrance who let you in, and he'll teach you the recipe for Esther's herald's harp. A boy on the stairs just northeast of the entrance to Anciana's house will teach you a full 14 formulae, including plenty of recipes of high-level arms and armaments. Where do kids learn these things?



New Formula: 126



New Formulae: 004, 012, 048, 049, 055, 062, 066, 075, 092, 102, 117, 119, 120, 123





The herald's harp recipe requires the cherub's wing you won from Khulan's Nightmare, a powerstone (which can be foraged just south of Perdida), and two gustplumes. See task 058 for a tip on finding gustplumes—but if you only need one, you can get one as a reward from the ghostly Xanadu soldier outside of Hamelin's Palace, when you tell her the good news about Khulan.

TASK JOURNAL—PART 14

Love has sprouted throughout the world, giving you the tools you need to complete the five new love-related tasks that have appeared at Swift Solutions. You can fill three whole stamp cards with this easy new batch of heart-piece tasks, and the other lucrative errands and bounty hunts should give you enough stamps to buy even the newly available eight-card merit reward (which is by far the best of the new batch).

ERRANDS

Task 025—Big Babana Love

The most loveless man in Al Mamoon is standing in front of the Cawtermaster's Store near the city entrance. There isn't any love available in Al Mamoon, so bring the extra dose from Perdida, which is held by a woman speaking to a child near the pot outside of Anciana's house. Use the Take Heart spell to get it from her and the Give Heart spell to bring it to the poor guy in Al Mamoon.



Task 026—Unrequited Love

On Castaway Cove's northern platform, a woman with a basket on her head has lost her love for her spouse. You can get the extra love you need right here in Castaway Cove, from a boy sitting on the edge of the platform near the merchant's stall. Extract his love with the Take Heart spell and give it to the troubled wife with the Give Heart spell.



Task 027—A Woman's Best Friend

In Hamelin, a woman is walking a brokenhearted dog just outside of the Cawtermaster's Store. To find some extra love for the dog, continue down the stairs to the main road in the northern part of the city, where an elderly couple is talking on the tracks. Speak to the large, pink-clad woman and use your Take Heart spell to extract her love. Return to your canine client and cure his malady with the Give Heart spell. Now who's a good boy?



Task 028—Cold as Ice

The man outside of Yule's southwest igloo has grown cold to his assembled family. Fortunately, you can find the love he lacks right here in Yule, from a young child talking to a tomte outside of the Cat's Cradle inn. Use your Take Heart spell to take that love and bring it to your nearby client, mending his soul with the Give Heart spell.



Task 038—A Down-Hearted Wife

The merchant couple has made it to Perdida and are arguing outside Anciana's home in the western part of town. This time, the wife is having a crisis of confidence, which you can easily cure without leaving the city. The most confident woman in town is the one carrying a plate of cookies and walking up and down the road between Anciana's house and Swift Solutions. Use Take Heart to get a bit of that confidence, and then heal your client with the Give Heart spell.



Task 039—A Cold-Hearted Hubby

After you complete task 038, the feuding merchants make their way to Ding Dong Dell, and, as always, someone manages to lose a piece of heart along the way. This time it's the husband who needs love, and you'll need to run to the northern part of the city to find some. Cast your Take Heart spell on the artist-type guy hanging out on the steps, and use your Give Heart spell to give that love back to the merchant husband.



Task 062—Out of This World

A young girl looking at the flowers outside of Perdida's Swift Solutions had a dream about her other-world self and wants you to find her counterpart in Motorville. Cast Gateway to return to your world, and then travel south from your arrival point. Turn to the west before you cross through the archway, and then continue south to find her at the small park where Pea gave you your first wand. Talk to the girl, then examine her dry flowers and select the Rejuvenate spell to return them to health. Speak to the child again, and she gives you a hometown flower that you can bring back to your client in Perdida.



Task 063—Beating a Bad Back

An old man in the central part of Perdida, near the entrance to Swift Solutions, needs a cold compress for his back. Travel to Yule and speak to the giant tomte near the town's merchant. The tomte is happy to share his cold compresses but wants a favor out of you while he prepares them. He wants you to track down and kill five manglerfish outside of town, and specifically to do it with a blazing blade sold by the merchant behind him. You probably already have a blazing blade, so equip it and get hunting. The manglerfish are the large anglerfish-like creatures that appear randomly outside of town. They aren't especially common, so if you go outside and don't see any in the immediate area, return to Yule to reset the enemy placements and try again. Your blazing blade-wielder needn't kill them personally; you'll get credit for the kill whether he gets in a hit or not. Once you've racked up five kills, return to the tomte to get your cold compress and then Travel with that back to your client in Perdida.







Task 064—The Hungry Llapaca

Use your Nature's Tongue spell to talk to the llapaca in the southeast corner of Perdida, right by the entrance to town. It's tired of its usual feed and wants to try something a little more exotic. It requests new foods one by one, and you must Travel to the town that's famous for that food, buy one at the local Hootique, and then Travel back for your next assignment. (Of course, you can skip all those steps if you already have the item on hand, which is pretty likely for the first few.) The items it wants are a babana from Al Mamoon, a glowshrimp from Castaway Cove, a black truffle from Hamelin, and a snow radish from Yule. Make sure to complete each city's love task while you're in the neighborhood! As an added bonus, your llapaca client will throw in the formulae for the highest tier of familiar treats.





Task 074—More Creatures

If you've completed all of Derwin's other tasks, the bespectacled creature researcher will find his way to Perdida with a challenging new shopping list. This time, he only wants the ultimate metamorphose of each familiar, and since those forms aren't available in the wild, you'll need to catch, level-up, and metamorphose them yourself. To get a flash fry, catch a small fry outside of Old Smoky and metamorphose it twice, or catch a deep fry on Old Smoky and metamorphose it once. To get a wispula, catch a wisp on the Tombstone Trail and metamorphose it twice, or catch a ghost wisperer in Nevermore (an upcoming area) and metamorphose it once. To get a trumpypumper, catch a shonky-honker near Castaway Cove and metamorphose it twice, or catch a sharper-parper in the Miasmic Marshes (the next area) and metamorphose it once.



Task 107—Icy Giant

To find your target in this task, Travel or fly to Yule and travel northwest to the frozen lake; you can't miss the giant ice ogrrr plodding across its surface. The ice ogrrr is a physically powerful foe who will attempt to raise his strength with the War Cry trick until he's able to deal fatal damage with his attacks. Use quick fighters to keep him off balance and cancel his tricks, while fire-based trick performers blast him from afar. Remember that Oliver now has access to a powerful fire spell by casting Unleash and selecting Volcanic Roar.



000	323	ICE OGRE		
NO.	SIGN	HP	WEAKNESS	RESISTS
And I	- Ô	2,820	Fire	Water

Task 108—A Kingdom on the Brink

From Ding Dong Dell, fly west over the river chasm to the valley that runs along the continent's mountainous western rim. You'll find your target in the far west, roaming near the patch of forest that contains a hidden area. Like all shells, this foe boasts high defense and magical defense scores and no particular elemental weaknesses. Use tricks and spells to boost your attacks, or to lower its defensive abilities so that your standard attacks will still do reasonable amounts of damage. It may take a while to bring the shellfire down, but it isn't a very aggressive foe, so you can afford to take your time.



	330 SHELLFIRE				330	
	SIGN	HP	WEAKNESS	RESISTS		
20.00	- Ó-	2,680		Fire		

Task 109-Magmadeddon

This foe appears in the boss area at the top of Old Smoky, so you have a bit of a walk ahead of you. (Remember that you can always use the Veil spell to avoid unwanted battles.) Like all magma-series characters, the magmadonna uses fire-type attacks and is vulnerable to water-type attacks. Its own attacks are extremely dangerous, so keep your HP up and be ready to order a quick All-Out Defense! when you see the magmadonna performing Palava. Oliver can join in your water-type offensive by casting Unleash and selecting Howling Blizzard, but you'll do more damage at a lower MP cost with an elemental trick performing familiar using Waterspout.



8	303 MAGMADONNA			
V.V.	SIGN	HP	WEAKNESS	RESISTS
~	- Ô-	3,060	Water	Fire

SPRINGING PURPLE LOCKS

Your newly empowered Mornstar has juiced up your spells, making your Spring Lock spell effective against even those stubborn purple chests. Unfortunately, the purple chests are scattered all over the map, and collecting them is a bit of a project. But it's well worth it; the quality of the items in the purple chests is very high, with each holding either a piece of high-level equipment or a rare gem. While we're in the neighborhood, we'll also hit a few of the green chests that were in areas we visited before Swaine joined the party.

DING DONG DELL— SHINING SCALES

Travel west from the entrance of the town until you see the stairs leading up to the park area across from Swift Solutions. You'll find the purple chest in the park, and a green chest (holding a see-through pie) that you may have missed earlier is just up the steps to the south.



DING DONG WELL— BLACKWYRM CLAWS

Travel northeast through the well until you get to the part where you're walking through flowing water. Go to the north end of that area, directly west of the northern waypoint, and you'll find the purple chest against a gate to the east. To reach the area's green chest, travel down to the next gate to the south, which is open, and use it to head east. Travel one gate to the south to find a locked gate through which you can shoot a green chest for a Water Bomb gem.





GOLDEN GROVE— HOCUS FOCUS GEM

To reach the purple chest in the Golden Grove, enter the area from the south entrance. The chest is just to the west, near the waypoint. If you haven't opened it yet, there's a green chest (holding fairy chocolate) you can shoot from the mushroom staircase south of the north entrance.



OLD SMOKY— SPIRE OF FIRE GEM

From the entrance to Old Smoky, simply follow the wall to Oliver's right. When it forks, keep following it as it turns to the southwest, and you'll find the chest at the end of the first dead-end passage. If you haven't grabbed the green chest here, travel northwest from the second waypoint to get a clean shot at some pixie dew.



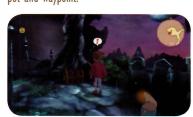
HAMELIN— TRICKSY NIXY GEM

The purple chest in Hamelin is in the Black Market in the southwest part of town.



TOMBSTONE TRAIL— DARK CLOUD GEM

The purple chest in the Tombstone Trail is roughly halfway up the mountain, in the dead end southwest of the house with the pot and waypoint.



VAULT OF TEARS— STEAM HAMMER

The purple chest in the Vault of Tears is in the northeast corner of the area, at the opposite end from the entrance. Travel north from the entrance to the area outside the boss room, then head east to the previously flooded room; you'll spot the chest on the ground level against the east wall.



GLITTERING GROTTO— HELM OF HAMELIN

Once again, you'll have to go all the way through this area to find the purple chest. Make your way to the lower level, and then take the left fork when the road splits. You'll find it at the northeast end of the platform just southwest of the boss room.



FOREST GLADE ON RUSSET ISLE—BEAST-HIDE CLOAK

Russet Isle is the wide island just west of the Skull Mountain area. You can find its forest glade in the grove of trees that's half surrounded by low cliffs in the center of the island. The chest is sitting in plain sight in the northern part of the forest.





ALCHEMIST'S CAVE ON THE RIM OF THE SHIMMERING SANDS—STARSPUN TUNIC

Land at the southern tip of the wall of rocky plateaus southeast of Al Mamoon. A cave opening should be plainly visible from the south.





FOREST GLADE ON SHIPWRECK SHORE—NIGHT BLADE

The forest glade on Shipwreck Shore is on the elevated grassy ridge directly east of the natural arch on the beach and directly west of the southern shipwreck.





FOREST GLADE BY NO LONGER MINE—MEDAL OF VALOR

No Longer Mine is the island north of Teeheeti and south of Autumnia. The forest glade is on the tiny island at its southern tip; Tengri can land right on it.





FOREST GLADE AT BUNGLER'S BAY—BRINKMAN'S BADGE

Bungler's Bay is the small island west of Castaway Cove and east of the Hermit's Shell. Like the forest glade on No Longer Mine, the area you're looking for is a tiny round wooded island off the main island's coast. In addition to the purple chest in plain sight, you can get a dragonstooth ring by shooting the green chest atop the statue from the hill across to the west.





HERMITAGE AT THE HERMIT'S SHELL—SORCERESS'S ROBES

The Hermit's Shell is accessible only by ship, so sail southwest from Castaway Cove to reach it. The purple chest is on the mat where the puss in boats creatures are sword-fighting.





FOREST GLADE ON TURTLE CRAG—ENIGMA ARMOR

Turtle Crag is the island north and slightly to the west of the Hermit's Shell. The forest glade is in the northernmost grove of trees on the right side of the U-shaped island. Just a few steps north of the purple chest, you can shoot a Slow Poke gem out of a green chest to the southwest.







Mornstar's True Power

Assembling the Clarion flute sounds easy enough. Start by casting Travel to teleport to Al Mamoon and going to see the Cowlipha, who is happy to help and has the holy wood ready for you. So far so good!



Next, teleport to Ding Dong Dell and head towards the palace... That's when things go wrong. What happened to your holy wood? A search of the town reveals that no one saw anything, but if you visit the local Cawtermaster, you learn that it was stolen by a mouse wearing glasses, who's already fenced it to the Cawtermaster. The Cawtermaster won't give it up without proof, so you've got a rat to catch. Go to the southwest part of the town and take the stairs up to the rooftop garden east of the Hootique. You'll spot a bespectacled mouse against the wood railing.



Strangely, the mouse seems like someone you used to know... So this might be a good time to visit an old friend in Motorville. You'll find Philip waiting right outside of Oliver's house (in the center of town), and as is always the case with people standing in Motorville yards, you want to heal up and save the game before you speak to him.



Boss: Philip's Nightmare

Void of Ambition



Against Nightmares, it's rarely a good idea to do an All-Out Attack! in hopes of canceling the foe's moves. But in this case, it's not a bad idea; Philip's Nightmare's attacks are very easy to cancel, and none of them are so deadly that a failed defense will lead to a lost fight. The III Will move simply boosts Philip's Nightmare's attack and magical attack abilities, so attacking while he's performing that is all upside.



His other move, Rain of Terror, is a bit trickier. It deals a good amount of damage and inflicts random status conditions on your party. It should be survivable if everyone has at least half their HP, but you should have Esther ready to cast Chant on anyone who gets afflicted. As a general rule, if you have attackers nearby after the Nightmare teleports, you should order an All-Out Attack! and attempt to cancel the move. But if no one would be able to get there in time, order an All-Out Defense! instead—at least until it's clear he's not performing Rain of Terror. While it is possible to more aggressive against this Nightmare, it is important to note that defending against this move can produce lots of glims and even the occasional golden version.



The normal attacks of Philip's Nightmare leave damage-dealing spheres scattered all over the battlefield, so as a general rule, you should control whichever character he's attacking so that character can lead Philip's Nightmare away from the spheres. That way all of your other attackers won't be left in danger of triggering them. Oliver is a good choice to lure the Nightmare because he can toss Arrows of Light while leading it to a safe ambush area.





Philip's Ambition

It turns out that what Philip has lost is ambition. Fortunately, there's someone very close to you who has ambition to spare, so use your Take Heart spell to extract that and revert Philip to the boy he used to be with the Give Heart spell. That concludes your business in Motorville, so after the usual cryptic chat with Pea, Gateway back to Ding Dong Dell.



At the entrance, you may notice that the feuding merchant couple is back, offering the first of five new tasks (029–032 and 040) that all involve transferring ambition. Sign up if you like, then return to the rooftop garden, where you'll find the mouse right where you left him. He scurries straight to the Cawtermaster to make sure your holy wood is returned to you.





42 The Clarion

Now that you've recovered your holy wood, you can bring it to King Tom without further incident. His Majesty whittles it into something a little more flute-like and then sends you on your way.



Our next stop is Hamelin's Palace, where Marcassin and Swaine put the finishing touches on the holy wood, finally completing the fabled Clarion of the Three Kingdoms, which you need to cross the Miasma Marshes. Completing this task also unlocks a new page of *The Wizard's Companion*.





TASK JOURNAL—PART 15

Now that people lacking ambition have begun to appear, it's time to travel the other world and help restore this virtue to their hearts. You'll find heartbroken clients in Al Mamoon, Castaway Cove, and Perdida, all of which have willing donors nearby. But you'll need to visit the ambition-rich Fairyground and extract some ambition from the owner of a restaurant south of the Cawtermaster and from a Cavity Club watcher to satisfy your clients in Hamelin and Ding Dong Dell.

ERRANDS

Task 029—Mamooni Idol

A woman in the northern part of Al Mamoon, just south of the curry cart, lacks the ambition she needs to become a star. Find some ambition from a mustached man with a gray turban at the entrance to the town. Use your Take Heart spell to claim it from the donor, and transfer it to your client with the Give Heart spell.



Task 30—What Fishermen Want

A man standing near the docks in the eastern part of Castaway Cove has lost his ambition. You can find an unlikely donor in the form of a young boy who's playing near the entrance to the local Cat's Cradle. Cast Take Heart on him, then return to your client to mend his broken heart with the Give Heart spell.



Task 31—The March of Progress

The researcher in the balcony in the southern part of Hamelin's main street needs help again. As you may have guessed, this time it's ambition. Find an ambitious fairy in the Fairyground to use as a target for your Take Heart spell, bring that sweet ambition back to Hamelin, and cast Give Heart to save his latest research project.



Task 032—Llapacking It In

The young shepherd tending to the llapaca east of Perdida's entrance could use a little ambition in his life. Use your Take Heart spell to get some from a young girl in the northeast corner of Khulan's courtyard, and bring that back to the boy. Use your Give Heart spell to put his heart right again.



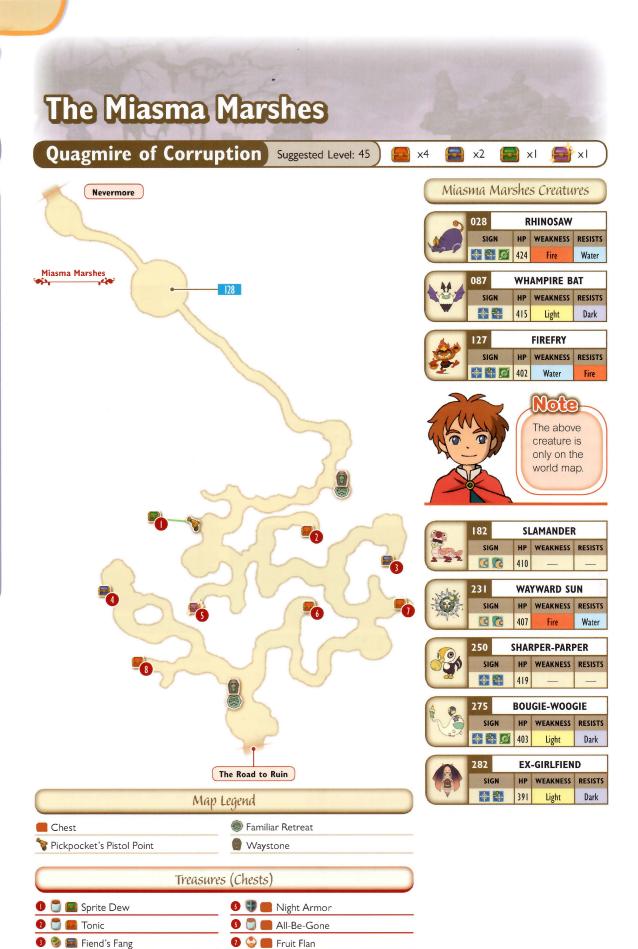
Task 040—A Change of Heart

The wife in the ever-feuding merchant couple is struggling with a lack of ambition at the entrance to Ding Dong Dell. No one in the city has ambition to spare, but there are two pieces available in the Fairyground, so you can use the Take Heart spell to collect what you need there. Use the Give Heart spell to give it to the wife and finally restore this star-crossed couple to full-heartedness for good! As an added bonus (and really, you deserve one after helping these guys so many times), they throw in a book of alchemy formulae.





New Formulae: 050, 059, 063, 067, 082, 083, 086, 104, 108, 114, 115, 118



8 Espresso

🐠 🌑 🚨 Dead Man's Duds



The Miasma Marshes

Leave Perdida to the north, where you'll find a thin world-map path that leads straight into the Miasma Marshes. At the entrance, Esther blows the Clarion, clearing the deathly fog that has long protected the road to Nevermore.



But while the mists have cleared enough to make travel possible, the Clarion can only do so much. The marshes remain saturated with toxic sludge, and if you accidentally step into a puddle of it, the entire party will be poisoned. Everything is so dark and misty and purple that it can be hard to see where the puddles are. Don't take chances; use your Levitate spell to float through the entire area.





Backtrack to the entrance, heal up at the waystone, and travel northeast to a dead end that has a chest holding an all-be-gone. Take care to explore all the nooks and crannies at the ends of each road, as most contain treasure chests (as shown on the map).



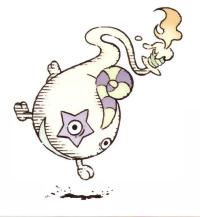
Head south for a bit and back up to the northeast to find another red chest that holds a tasty fruit flan. Across the poisonous pond is a blue chest, but you must circle around to the west to reach it and then use Spring Lock to reveal the fiend's fang inside.



Enemies like bougie-woogies and ex-girlfiends can perform the Darkness Beckons trick to instantly zero out a character's HP and render him or her unconscious, no matter how strong the target is. Daemonia, mortui, and dracones familiars are mostly resistant to this, so those varieties will come in handy here. But your best bet is just to make these foes your priority targets and unload on them with powerful spells and tricks of your own. Also note that the dead man's duds in the westernmost chest will grant immunity against this attack; equip them to one of the familiars you like to send out at the start of each fight.



With its twisted, winding paths, the marshes can be confusing to navigate, but there are no gimmicks or obstacles to deal with. Head northwest from the entrance, where a pair of dead-end paths lead to worthwhile treasures: a cup of espresso and the all-important dead man's duds.







Battle your way west past whampires and sharper-parpers to make a few diversions to a red chest to the north and a purple chest to the south containing a suit of night armor. Finally, turn north and wipe out bougie-woogies and wayward suns until you reach the last treasure—a green chest across a purple poison lake that hides a sprite dew. When you reach the second waystone, save your game; the boss is just to the northwest, at the end of a thin trail that descends into a maelstrom of toxic liquid.

Boss: Vileheart

Devourer of Souls



With its constant use of the poison-inflicting Vile Breath move, Vileheart fits right at home in the Miasma Marshes. Using poison-resistant familiars (a category that includes vermes and automata familiars, as well as milites like mites and hurlies) will allow you to ignore Vileheart's primary sources of damage. If you can't field a poison-resistant team, your next best option is just to focus on curing the damage with HP-recovery spells; there isn't much point curing the poison itself when Vileheart will almost certainly inflict it again.



Outside of your healer, your team should be in a perpetual All-Out Attack! The one exception is when Vileheart begins performing Viledriver; you should have just enough lead time to defend with your active character and order an All-Out Defense! before the attack hits. Successfully defending against Viledriver doesn't just prevent a ton of damage; it can also leave Vileheart stunned and knocks out gold glims like candy from a piñata.



Vileheart also has several physical attacks, including a ground slam and a rolling maneuver. However, neither of these inflicts a lot of damage, and they are too quick and unpredictable to base any core strategies around.





The barrier badge that Swaine can steal from Vileheart offers a nice bonus (+15 points) to both defense and magical defense, although it carries a small penalty (-5 points) to accuracy and evasion. It's a fantastic accessory for a healer like Esther—don't miss your chance to steal it!

After the battle, Vileheart drops a mysterious orb that brings Oliver's task to a momentary halt. Instead, Esther takes the party leader's crown, although her reign will be an incredibly short one. After automatically returning to Perdida, have Esther save the game, and then leave the town through the south exit. There she'll find Swaine staring out over Billy Goat's Bluff, no doubt scanning for tokotokos. After they talk, Vileheart returns for round two, and we cut away to Oliver, whose consciousness is in Motorville learning the awesomely powerful Mornstar spell.



He makes it to the battlefield just in time to thwart Vileheart in a brief reprise of the previous boss fight. This time, Vileheart has only a little over 2,000 HP, which Oliver can blast through in four or five castings of the Mornstar spell. Mornstar does take a little while to cast, so you'll need to either have Oliver stay far from Vileheart so his spell won't be canceled, or wait to begin casting until just after Vileheart performs a trick. As before, Vileheart's Viledriver is a must-block attack, and it still knocks loose gold glims. But let your party members grab those—Oliver's Mornstar is so powerful that he can do almost as much damage by casting that! If you steal from Vileheart during this second fight you will receive a jumbo sundrop instead of a barrier badge.







Dwelling Place of Despair

Suggested Level: 50

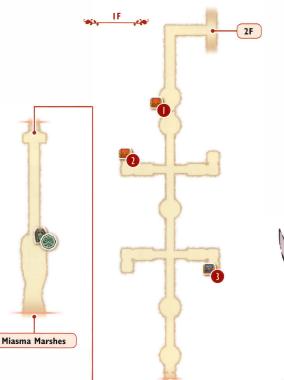
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Chest
Familiar Retreat
Waystone

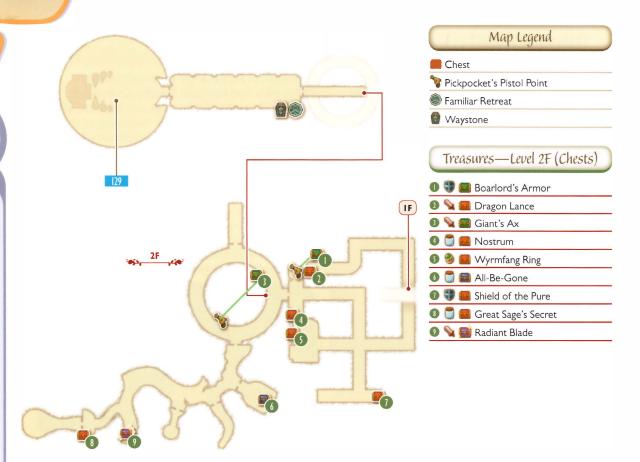
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Map Legend







Castle Nevermore Creatures

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2	276 BOUGIEMAN					
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	292 MUMBO ZOMBO					
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There's no need to run all the way through the Miasma Marshes again; as soon as you enter the area, you'll spot a warp point across from the waystone that will take you straight to where you fought Vileheart the first time. From there, the gates of Castle Nevermore are just a few steps to the northwest. Nevermore is a tough area, so if you haven't been doing side tasks or grinding for experience points, you may hit somewhat of a wall here. If the going gets tough, you can always Vacate and Travel to Perdida to hunt down tokotokos, or fill your bag with cappuccino—a provision that will give lower-level players a fighting chance in the area's trio of consecutive boss fights.



Ground Floor

Nevermore is a mysterious place, full of what appear to be impassible dead ends. But when you find and activate one of the black pedestal-mounted crystals, a new staircase suddenly appears—although it won't always be immediately obvious where. On the ground floor of the castle, the path is pretty straightforward. As you proceed north, you hit a T-shaped intersection; one fork dead-ends at a treasure chest and the other fork dead-ends at a crystal. Examine the crystal, and a staircase appears that allows you to proceed north to the next T-shaped intersection.



At the next T-shaped intersection the positions of the treasure and the crystal sphere are reversed. Grab the valuable phoenix breath from the chest on the left and activate the crystal on the right. When the staircase materializes, climb the steps and open the large set of wooden double doors. As you enter the next room, look to the left to find a chest with a sprite dew, and then run up the long staircase to the second floor—and that's when things start to get really weird.





These hallways are rather narrow, and if you plan on getting all the treasures, which makes a lot of sense due to their rarity, it may be difficult to avoid conflict. Many of the foes are slow enough to elude, but if you're forced into battle remember that most of the creatures in this tower are weak to light or water.

2F East

On the stairs and in the entire eastern region of the second floor, the camera goes a little crazy, twisting and warping and eventually turning the whole world upside down. This can make navigation extremely confusing if you're looking at the screen, but it's a lot easier to figure out where you are and what direction you're moving in if you focus on the arrow that represents your location on the game's auto-map. It may be a struggle, but this part of the map is well worth exploring, as it's absolutely packed with great treasures, including a dragon lance weapon via the northern staircase and a nostrum, wyrmfang ring, and shield of the pure off the southern staircase. Also, at the northwest ledge of the area accessible from the southern staircase, you can take a shot at a green chest containing a set of Boarlord's armor.





2F West

When you continue west to the circular room at the center of the second floor, the camera returns to normal. Don't miss a second green chest, this one atop a pillar in the northeast section of the room. You'll need to be in the southwest part (if it were a clock, at roughly 7 o'clock) to hir it



Leave the circular room to the south to enter a twisted hallway full of doors that, as on the first floor, contain either treasure chests or crystals that make new paths appear. As you proceed west from the circular room, pick up an all-be-gone in the first room you pass and activate a crystal in the third room to make the next path appear. You'll pass two more chests to the west before you reach the final crystal, at the top of the stairs in the southwest part of the second floor.



When you activate the crystal, it isn't clear what changes; even the Guiding Star on your map seems confused. But this time, the new staircase has appeared in the circular room at the center of the map. Use it to reach a third-floor hall that you've seen in your dreams. Don't miss the waystone to the south just past the entrance; you're definitely going to need it. You now have to fight three bosses in a row, with no opportunity to save or heal between them.



Boss: Shadar

The Executor



Shadar uses a wide variety of attacks: one of each elemental type, plus the devastating dark-type Evenstar. The fire-type Pyre attack targets only one character (although the flames that remain on the ground can damage anyone) and isn't especially powerful. The storm-type Fell Wind attack has a short range, hitting any character in an arc in front of Shadar, but you should have enough time to get out of range of it. Bleak Midwinter, on the other hand, is extremely dangerous, hitting all of your characters and leaving damaging ice spikes behind. Defend with everyone as soon as you see Shadar casting it. Early on it is best to use an All-Out Defense! any time Shadar performs a trick and then immediately go on the offensive. Let your teammates engage Shadar while Oliver keeps his distance, to avoid Fell Wind and have plenty of time to block the other magical attacks and hurl light spells from a safe distance.





The first time Shadar performs Evenstar, there isn't much you can do except defend. But after that, Drippy teaches you how to cancel the Evenstar move by targeting Shadar

with Mornstar. Pulling off the Mornstar cancel is hugely effective; it heads off Evenstar, leaves Shadar stunned, and has a good chance of generating a gold glim. But since both moves take an equal amount of time to use, you can't wait until Shadar begins performing Evenstar to have Oliver cast Mornstar. Fortunately, there is a pattern to Shadar's behavior; he only performs Evenstar after moving towards his throne and performing Fell Wind. When you see him moving in that direction, get out of Fell Wind range and then start casting Mornstar as soon as the Fell Wind resolves. (If you get hit by it, change plans and defend instead—you won't be able to cast Mornstar in time.)







It isn't worth risking your life to steal from the next two bosses, but you definitely want to get your hands on Shadar's wizard's robes if you can. They have solid defensive abilities and offer the same protection against one-hit-kill attacks that the dead man's duds do. They aren't available anywhere else, although they can be made via alchemy.



Boss: Eternal Knight

Darkest Demon of Despair



The Eternal Knight is an extremely powerful attacker, but he's one of those one-track-mind fighters that zeroes in on someone and lumbers around the battlefield focusing only on his chosen quarry. Take control of whomever he's targeting and have them use their elemental trick performing familiar, running away as they use tricks over their shoulder. Don't waste time and MP on big spells like Mornstar; quick, cheap spells like Whirligig are much more efficient. The goal of this approach isn't to burn through MP to bring it down, but to lure the lumbering knight around in a circle so your companions can attack it from the rear with a melee assault.



The Eternal Knight's deadliest attack is Onslaught, which does heavy damage to everyone in the party, no matter how far away they are. After he uses it for the first time, Drippy pops up to tell you that you can stun the Eternal Knight by canceling him out of the attack, but he fails to mention that you'll get chopped into pieces if you fail.

There's really no reason to rely on such a high-risk strategy when it's much easier to just defend against Onslaught (and order an All-Out Defense! as well, of course). A successful defense will knock out plenty of glims (including gold ones), and it's not like you need the opening caused by the stun to damage such a slow-moving foe. Sorry, Drippy—gonna have to overrule you on this one.





Since the Eternal Knight is so focused on his single target, it's fairly easy to have that target defend while you use recovery spells or items (provided you're ever ready to cancel out of whatever you're doing and defend against Onslaught). Since you have another battle immediately after this, it's a good idea to heal up and fill Oliver and Esther's MP towards the end of this fight.



Boss: Shadar

The Dark Djinn



Shadar's Dark Djinn form is huge and has a ton of MP, and you'll face him when you're already fatigued from dealing with his base form and his Eternal Knight. But don't worry; he isn't quite as tough as he looks. The Dark Djinn can perform a wide variety of powerful tricks, but you can avoid most of them with careful positioning. The only one you really need to worry about is World's End, a move so powerful that failing to defend against it even once can spell defeat. Fortunately, the Djinn uses it rarely and gives you plenty of time to react. When he does, promptly defend and then order an All-Out-Defense!, and when the world fails to end the Djinn will be stunned and open for a counterattack.



The Dark Djinn can't move or even turn his body, so his other four moves can only hit predetermined areas. Blast from Beyond fires from his right hand towards the back-left corner of the battlefield, while Pitch Black fires from his left hand towards the back-right corner of the battlefield. As long as you face him directly, standing between his hands, he won't be able to hit you with either.



To hit foes who try that strategy, the Dark Djinn performs his Circles of Hell move to scatter black circles of darkness in the area between his two hands. But you can actually see the circles forming before the damaging darkness emerges, and as long as you're paying attention, it's easy enough just to get out of the way. Finally, his Fell Sweep move damages everyone in an arc directly in front of him, so you are fairly safe if you stay towards the middle.



If you have a few provisions on hand to replenish your MP, the best plan of attack is to play as Oliver and always stay in the safe zone, where you're between the Dark Djinn's hands but too far away to be caught by his Fell Sweep attack. Then the only things you have to worry about are the easily avoidable Circles of Hell and the very rare World's End (which is the only time you need to have Oliver defend). Blast the Dark Djinn with Mornstar spell after Mornstar spell, and when you run out of MP, use a recovery item to fill back up. If you do have a couple of MP recovery items on hand, the only time you ever want to directly attack with familiars is when he's stunned by your successful defense of a World's End. But if you ever run out of MP, you'll have to take a more aggressive strategy, rushing in with an All-Out Attack! and adding Fell Sweep to your list of must-defend moves.



After the battle, you'll learn Shadar's Evenstar spell and then watch what appears to be a long and satisfying ending. But don't be fooled—we've got an entire chapter left!



Evenstar Spell



Chapter 7—A World Reborn

Shadar has been defeated, Oliver's quest is complete, and the other world seems to be at peace. But the game wouldn't be subtitled Wrath of the White Witch if all the witch did was have a few ominous conversations. Savor those hard-earned triumphs, but steel yourself for greater challenges yet to come.

The Iron Wyvern



Map Legend

- Mootique/Peddler
- Familiar Retreat
- Waystone



45 A New Beginning

The story resumes in Ding Dong Dell, where jubilant citizens are celebrating a new era of peace. You can't leave the town or pursue any tasks at this point in the game, so head into the castle to speak with King Tom. After your conversation, speak to him again and tell him that you're ready to go home. If you were expecting touching speeches and a credit roll, guess again; Oliver's farewell doesn't go quite as planned, and after an unexpected development he awakens on the deck of Kublai's *Iron Wyvern*.



There's still plenty of work to be done, but at least you have new allies with which to do it: Marcassin joins your party, along with his electrixx familiar. The electrixx is stuck at its second metamorphose and has a pretty underpowered set of skills, so if you hope to use it, you should feed it a jumbo stardrop and a whole lot of treats as soon as possible.





Marcassin is a magic-user who knows most of the spells that Oliver does, along with a Thunderstorm spell that deals storm-type damage to all foes on the battlefield (a spell Oliver can't yet cast). His miracle move heals the entire party to full health. Marcassin is a focused and powerful spell-caster but is the frailest of the four characters on defense, so he's best saved for when his magical talents are necessary.



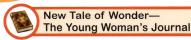


Hope Turns to Ash

No solution to the manna crisis has presented itself, so Oliver decides to return to Motorville to speak to Pea. Cast the Gateway spell to warp into the city, and then travel west, south, and a short distance east to reach Oliver's house. You'll find Pea in Oliver's room on the second floor, sitting on his bed. After a brief conversation, Pea agrees to help you save the other world.



However, don't Gateway back to the *Iron Wyvern* quite yet! Instead, head down the hall to Oliver's mom's room and examine the desk in the southeast corner of the room. Someone has left a page of *The Wizard's Companion* that offers an intriguing bit of lore. This one's easy to miss, so grab it now!







A Pea in the Party

Upon your return to the other world, you'll end up at Ding Dong Dell to deal with its manna situation. You don't actually need to clear this area first; you're free to skip ahead and visit Al Mamoon or Hamelin if you like (all three are pretty similar in terms of difficulty).



Ding Dong Dell is crawling with zombified villagers, who attack aggressively and are often waiting around corners to ambush you. In their wretched state, the villagers are not very agile and can be avoided to some extent. Still, don't count on being able to slip by all of them, and instead take the bull by the horns and strike them from behind whenever an opportunity presents itself. While they have a wide variety of appearances, all of the enemies behave similarly, have around 450 HP, and share an immunity to status ailments, a resistance to darkness, and a weakness to light. Any familiar with the light trick Twinkle Twinkle will be a great asset against the tainted villagers.



Your destination is the castle, and you should go straight there. There's no point exploring the other parts of the town; there are no new treasures to find, and while the shop doors are open, there won't be anyone inside to serve you. (If you're looking to buy items, you can always teleport to Perdida, Yule, or the Fairyground.) When you near the castle, don't miss the newly installed waystone to the right of its gates! You'll want to be in full health for what awaits you inside.

Boss: King Tom XIV

Tom Tildrum Is Undead



As with all of the manna-infused bosses, you'll have to fight King Tom twice; as soon as he runs out of HP, his life bar refills and he stands up on two legs to fight with more power and a new assortment of moves. His second phase is much tougher than his first, so heal up right before he runs out of HP the first time. The first phase is also the best time to steal his cat king's claws, as there won't be as many good openings in the second part of the fight.

In both phases, use aggressive familiars (ideally ones that are resistant to physical damage and/or poison) and attack King Tom from behind, where you'll be immune to his Royal Roar tricks and his standard attacks. But his Crazy Claws trick can hit the whole party no matter where they are, and that must be defended at all costs. You won't have a lot of time once King Tom starts performing it, but you can get an early heads-up by watching for when he leaps backwards, a move that always precedes the Crazy Claws attack.





When King Tom rises for the second part of the battle, he abandons his previous moves and uses two new ones: Itchy Scratchy is a new version of Crazy Claws that can also inflict poison, even if you block it (as with Crazy Claws, he leaps backwards before using it, giving you a little extra time to defend). Royal Roar is replaced by Cat Slap, an aggressive punch attack that will land on whomever he's targeting, no matter how far away they are. It's incredibly powerful, so make sure its target is defending. Throughout this stage of the battle, try to maintain control of whichever character he seems to have his sights on, so you can order them to defend when he begins to charge up the punch. Since that character will be its only target, have the rest of your party stay in all-out attack mode. If you're lucky, they'll cancel the move, stunning King Tom and possibly generating a gold glim.





A Purified Ding Dong Dell

After you defeat King Tom, Pea will help you return Ding Dong Dell to normal and collect the mysterious Flower of Youth in the process. You then automatically return to the *Iron Wyvern*, where you can use Tengri or your Travel spell to head out and save the next town from the scourge of falling manna. But you do have another option: You can go right back to the now-restored Ding Dong Dell to pursue the newly unlocked task 065 and meet up with your old buddy Horace. (But only if you've solved his questions at every previous appearance, of course.) We cover task 065 in "Task Journal—Part 16."









right where you first met him—behind the stone monument in the park in the northeast part of Ding Dong Dell. Use your Spirit Medium spell to talk to him, and he'll ask you to translate the Nazcaän inscription on the monument behind him. The translated text poses a question that's answered in *The Wizard's Companion*, asking you to combine the black strokes from your first and second spells (Form Familiar and Gateway) and figure out what spell those two strokes would create. Flip through your spells till you spot the answer (Unleash), and tell it to Horace. He rewards you with the page for the previously Marcassin-exclusive Thunderstorm spell. This is a great spell to use when facing large groups of standard foes; it does solid damage and is incredibly quick to cast.

After you've answered all his previous questions and saved Ding Dong Dell, Horace shows up



The Manna Crisis: Al Mamoon

The wretches in Al Mamoon have a few more hit points than their Ding Dong Dell equivalents but are otherwise no more difficult to defeat. The wide roads of Al Mamoon make it easier to avoid them but harder to shake the throngs of wretches that are chasing you, so you should still pick a fight every now and then (especially when you see a back-attack opportunity) in order to reset the positions of any wretches who are on your tail. As in Ding Dong Dell, your destination is the palace, and there's a new waystone right near the entrance that you won't want to miss.



Boss: Queen Lowlah

Inhuman Unkindness



Like King Tom, Queen Lowlah is a pushover in her first phase but comes back strong with a full life bar and greatly enhanced moves after her initial defeat. In her first phase, the only trick you need to worry about is Royal Rush, in which she charges the character she's currently targeting. If you're controlling that character, launch a guick defense; if you're not, order an all-out defense instead. Her other trick, Haughty Snort, is a blast of wind in whatever direction she's facing. If anyone's in its path, simply take control of them to get them out of the way or have their leader pull them out of the fight. Her normal attacks include a side-to-side roll, so as a general rule, you should attack her from behind. The good approach to deal with these attacks is to get the queen to focus on one character. Lead her around while staying out of range so your team can attack her from behind without being the focus of her assault.



In her second phase, Queen Lowlah replaces Royal Rush with a move called Flying Cow that deals heavy damage to everyone and leaves them briefly stunned. She also upgrades Haughty Snort to Haughty Huff, but once again, it's a directional attack that you can simply move out of the way of. Since Flying Cow is so devastating and she can perform it very quickly, you need to defend and order an all-out defense as soon as you see her gyrate to begin performing something; if you wait to see what move she's using, it will probably be too late.



In the second half of the fight, you can use your Burden spell to stun her and possibly knock loose a gold glim. This will be effective only once or twice, so make sure you time it right (immediately after she uses a move is the best time) and are ready to grab and use any gold glims the spell generates.





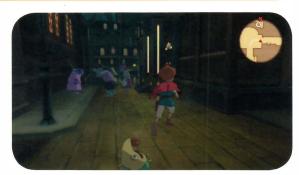
A Purified Al Mamoon

Another township saved, and another magical flower gained. As before, Oliver and crew automatically return to the *Iron Wyvern* to plot their next move. You can either move on to purify Hamelin or return to celebrate your victory in Al Mamoon and pursue the newly unlocked task 066.



The Manna Crisis: Hamelin

Hamelin is the third and final township affected by the manna crisis, and as the largest town, it offers the longest route to its boss-defended black crystal. Fight your way north, seizing back-attacking opportunities where you can. You'll find a new waystone in the small area north of the city, near the palace guards whom you were able to trick with your pig armor so long ago. After you save and heal, make your way through the palace's maze of hallways. Use the northwest door to enter the palace courtyard, where Porco Loco launches his attack. Note that if you're looking to fill out your creature compendium, Hamelin offers your last chance to battle wretches, so you may want to double-check to make sure you've battled all 10 varieties (387–396) before moving on to the boss.



Boss: Porco Loco

Eisenschwein Mk. XX



Of the three infected bosses, only Porco Loco has an elemental weakness, and if you're prepared to exploit that, he'll be the easiest of the bunch to beat. Equip any storm-type weapons in your inventory to your fighters, and make sure at least one of your party members has a good storm-type trick familiar in their active party. (Oliver and Marcassin can do some damage with their Thunderstorm spell, and Oliver can use Unleash to cast Bolt from the Blue, but those mass-targeted spells aren't very efficient against a single target.) As with Porco Loco's previous incarnation, Porco Grosso, you can score easy stuns by dealing set amounts of damage from a storm-type source.



In his first form, you don't need to worry about much; both of Porco Loco's moves target only a single character and do solid but survivable amounts of damage. Also, both of these are fairly easy to defend against and can even produce gold glims.



When Porco Loco falls and rebuilds himself, you have to watch out for his powerful new mass-targeted Pork Scrappings attack. Defend against that, collect all the fallen glims, and resume piling on the storm-type damage for a relatively easy win.





In the event scene immediately after the battle, a Hamelin soldier gives you the recipe for the highwayman's handgun, which requires the gyro-grappler that Porco Loco just dropped. To complete the recipe, you'll also need two drill screws, which can be foraged outside of Skull Mountain, and a blowpipe, which you can win or steal from beam-man or demoliceros creatures in the upcoming Ivory Tower area.



A Purified Hamelin

Back at the *Iron Wyvern*, Pea gives you the third and final flower, and you see a revelation that points you to your next objective: The Spring Realm. That's the large island in the southwest sea that was formerly covered with fog, but which can now be reached by Tengri. But before you visit the other world's final untrodden continent, you may want to take a few minutes to clear up some unfinished business in more familiar parts of the world, including the newly unlocked task 067 in Al Mamoon and task 068 in Hamelin.



TASK JOURNAL—PART 16

After each kingdom is sanctified, you'll unlock at least one new errand to pursue. These tasks are fairly substantial, but each offers a solid reward and plenty of stamps for your trouble.

ERRANDS

Task 065—The Cat's Whiskers

Your client for this task is the Ding Dong Doorman from whom you extracted enthusiasm at the very start of the game. Meet him at the entrance to the town, where he explains how he lost his Cat's Whiskers to some sort of thieving creature. The only clue is the footprints in front of him, which you can follow right outside of the city and onto the world map, where they'll eventually lead you to the culprit. (If it's ever unclear which direction the footprints are pointing, just examine them and the text will tell you.) But there's a trick here; there are actually three different sets of footprints, each leading to a different monster. You need to make sure you're always following the ones with the webbed, three-prong shape that you saw near the guard. (Following the footsteps to the wrong monster will result in a fairly tough battle that wins you nothing.) Telling which set is which can be tough since they're so tiny on the world map; the correct set leads you west and slightly north from Ding Dong Dell, and has you cross the river canyon to fight a bearded, fan-wielding creature known as an igneous supremus on the other side. It isn't too powerful, but it has a lot of hit points and high defense scores. Use your familiars with elemental-based tricks to blast it with water-type attacks, and when it finally drops, you'll find the guard's Cat's Whiskers.

Reward: (Company of the Company of





44	327	IGNEOUS SUPREMUS			
	SIGN	HP	WEAKNESS	RESISTS	
	· o·	8,045	Storm	Physical	

Task 066—The Artist's Muse

If you've completed his previous errand (task 022), the artist hanging out in the Al Mamoon Cat's Cradle will ask you to help him round up another model. This time he's looking for a young forest dwelling woman with short hair and a necklace. Specific enough for you? He's pretty sure someone like this can be found in one of the game's forest glades, and he's right: She's in the forest glade on Turtle Crag. That's the island north of the Hermit's Shell and south of the Winter Wonderlands. It's a U-shaped island, and you'll find the forest glade at the northern tip of the right side of the U. Talk to the tomboyish girl wandering through the woods, and tell her of the offer. She'll accept, and you'll be warped right back to the Cat's Cradle inn, where you can speak to the artist to claim your reward.





Task 067—Curry in a Hurry

If you've completed task 048, you'll find that Taj (of the Taj Mahal curry stand) east of Al Mamoon's milk fountains is looking for help again. This time, he's looking for someone to make some quick deliveries for him. For each delivery, you'll need to pick up the curry from Taj, rush it to the customer (okay, the game doesn't actually care how long it takes), and then return to the merchant for your next assignment. In order, the customers are the Sheik of Spices outside of Swift Solutions in Al Mamoon, the governor in the dock area of Castaway Cove, the owner of Hamelin's Black Market, the skeleton bartender in the Tombstone Trail casino, and a forest dweller in the forest glade in the western valley of the Rolling Hills, west of the river gorge. You can use the Travel spell to reach most of the customers but must have Tengri fly you to the final one.







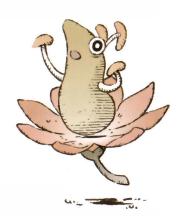


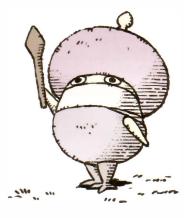


Task 068—Wakey, Wakey

In Hamelin, a man wandering outside of Swift Solutions is having a problem with oversleeping. He asks for your help finding a solution, but it will take a couple of tries before you find something that works. First, bring him a sleep-be-gone, which can be purchased in any store. When that doesn't work, bring him a cappuccino-you can buy one in Yule or Perdida. When that doesn't work either, it's time to bring out the big guns: a familiar that knows the Rise and Shine trick. If you don't already have a familiar who knows it, you can use a Rise and Shine gem to teach it to anyone with an open trick slot (Rise and Shine is a colorless gem). Alternatively, you could capture a turbandit in the Shimmering Sands (it learns Rise and Shine at level 7) or a bubbud in Ding Dong Well (which learns Rise and Shine at level 5). Place the appropriate familiar in your party's lineup and go talk to the man one last time to cure his malady and claim your reward.







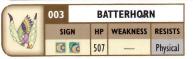
3

The Spring Realm





The Spring Realm Creatures





W	036 BAARNDANCER					
	SIGN	HP	WEAKNESS	RESISTS		
S	· • • • •	477	Water	Physical		

AND .	040 FULL BOAR				
	SIG	iN	HP	WEAKNESS	RESISTS
	(6)	©	553	Water	Fire

	044	HIEROPHANT				
	SIC	SN	HP	WEAKNESS	RESISTS	
		C	536	Physical	Water	

	097 FIGHTINGALE				
	SIGN	HP	WEAKNESS	RESISTS	
		490	_	_	

	108 FLORID FLORET					
	SIG	N	HP	WEAKNESS	RESISTS	
	-		494	Water	_	

999	PALEOLITH				
	SIGN	HP	WEAKNESS	RESISTS	
FA	© ©	431		Physical	

14	143	43 SUPERCOGDUCTOR				
	SIG	N	HP	WEAKNESS	RESISTS	
	-6-	9-	481	_	Storm	

	153	FUDDY-DADDY			
1	SIG	N HP	WEAKNESS	RESISTS	
12	<u>C</u>	496	Water	Storm	

0	172 NIGHTCAP					
	SIGN	HP	WEAKNESS	RESISTS		
4	© © S	483		Storm		

	184 PETRAMANDER				
	SIGN	HP	WEAKNESS	RI	ESISTS
7.3.2	→ 4 // // // // // // // // // // // // //	498	Physical	Fire	Water Storm





4	259	S.	TARSHADE	
1	SIGN	HP	WEAKNESS	RESISTS
No. Alexander		492	_	_

	265 RELIXX			
8	SIGN	HP	WEAKNESS	RESISTS
-	- -	488	_	_

	296	296 EGGYPTIAN			
	SIC	GN	HP	WEAKNESS	RESISTS
300	-62		370		Dark



Places of Interest

- Forest Glade
- Hermitage
- Forest Glade

The Southwest Islands Hidden Treasures

- 🔞 🧻 Pixie Dew
- Drowsy Drops Gem

The Southwest Islands Forage Points

- 🕕 罐 Rumblenut
- Meteorite Fragment
- 📦 Babana (25%), Green Grapes (25%), Sour Grapes (25%), Crownberries (12.5%), Big Babana (12.5%)

🔞 🤤 Rise and Shine Gem

Turtle Crag/Bungler's Bay Creatures



	179	S	NAPTRAP	
(as)	SIGN	GN HP WEAKNESS		RESISTS
32	© ©	366	Fire	_

C. Sile	190	WINCY		
*	SIGN	HP	WEAKNESS	RESISTS
(10)	© ©	386	Fire	_

13/	202		SPR	OUT SPRI	TE
	SIC	SN	HP	WEAKNESS	RESISTS
Att.	G (3	368	Fire	Light





48 The Lost Continent

To reach the Spring Realm, the final unexplored region of the other world, fly Tengri west of Castaway Cove and past Bungler's Bay to the large island in the southwest corner of the other world's map. The fog that once obscured the island is now gone, but that doesn't mean you can land Tengri wherever you like. Remember Pea's comments about a picture of a bird, and look closely at the unvegetated parts of the island; many have what appear to be geoglyphs carved onto them. The geoglyph of the bird is on the raised section in the southeast part of the island, and Tengri will be happy to set you down right on top of it.



As you may have guessed, your goal is to reach the fortified dais in the chasm at the heart of the island. It looks close, but due to the maze-like placement of the mountain ranges, you'll actually have to circle the entire island to reach it. It's a long walk, and the enemies here are pretty tough, so conserve your resources and use your Veil spell if you find yourself struggling to survive. But if your party is strong enough to endure a slightly longer route, you can keep busy by hunting for the continent's five hidden treasures as you make your way around the island.



On the ground just before the bridge to the altar, you'll see another bird-shaped geoglyph, one that seems to have faded over time; use your Rejuvenate spell to restore it, which will create a far more convenient landing spot for Tengri. A few steps beyond that, you'll see that the bridge to the castle is out. Cast your Bridge spell to fix it, and walk across to Ara Memoriae.



Ara Memoriae

the journey ahead.

At Ara Memoriae, insert the three flowers into the three pots at the north, east, and west parts of the structure. That activates a small obelisk in the center of the map that will light the way to the Ivory Tower—the game's final destination. After that revelation, the party returns to the *Iron Wyvern* for one final meeting. The Guiding Star now points to Kublai, who will set a course for the Ivory Tower whenever you say the word. But before you do, you may want return to the surface world to pursue four additional tasks (errand task 084 and bounty hunt tasks I 10–I 12), pick up the final hidden treasures in the islands surrounding the Spring Realm, and shop for provisions for



HIDDEN TREASURES IN THE SPRING REALM

There are five hidden treasures on the island where the ancient civilization of Nazcaä once stood.



Search the head of the bird geoglyph where you landed on the Spring Realm to find a bottle of sprite dew.





North of the chasm in the center of the Spring Realm, a small river feeds the lake beneath Ara Memoriae. Search at the top of the waterfall where the river pours into the lake for a white stag's antler.





West of Ara Memoriae, follow the mountain range to the northwest. At the northern tip of the mountain range a cliff juts out over the sea; search at its edge for an all-seeing eye.





Walk south along the east rim of the chasm surrounding Ara Memoriae at the heart of the Spring Realm. Search at the rim's southern dead end, near the top of a small waterfall, for a necromancer's mantle.





In the Spring Realm, search for a harrowfang at the base of the large waterfall in the northwest corner of the map.





HIDDEN TREASURES IN THE SOUTHWEST ISLANDS

Each of the three small islands surrounding the Spring Realm holds a hidden treasure.



Land at the south beach of Turtle Crag, the island northwest of the Spring Realm, and walk northeast along the beach. Search at its northeast tip for a bottle of pixie dew.





On Bungler's Bay (the island west of Castaway Cove and east of the Spring Realm), cross through the woods at the northern tip of the main island and search the patch of unforested earth at the base of the mountains to find a Drowsy Drops gem.





If you haven't claimed it already, land on the beach at the Hermit's Shell (the island south of the Spring Realm, which you can now reach by air) and search at its northeast tip for a Rise and Shine gem.



TASK JOURNAL—PART 17

This is the last batch of tasks before the end of the main story, so don't miss the opportunity to earn a pile of cash, some nice gear, and a bunch of merit stamps before you challenge the game's final area.

ERRAND

Task 084—Notes from the Fog

The guy who always loses his travel diary has appeared at the bridge over the bay in Castaway Cove, where he's singing a familiar tune. This time, he's lost his diary in the Spring Realm, by the pedestal in the northwest part of the island, near the geoglyph that looks like a skull. Travel to Ara Memoriae and walk north along the dirt path until you see the skull sketched into the road. Search a round white stone just to the east of it to find the diary.



BOUNTY HUNTS

Task 110—Vicious Venom

The target of this bounty hunt can be found at the southern tip of the Spindle, the island east of Hamelin. Your foe knows powerful dark-type tricks, and while he rarely performs them, it's a good idea to have a team of fighters keeping him off balance while a storm-type trick familiar dishes out the real damage from afar.





Task III—Save the Researchers

Your target for this bounty hunt is standing right in front of the bridge to Ara Memoriae, so either Travel there or have Tengri drop you off at the nearby geoglyph. For a collum, your foe is pretty spry, charging around the battlefield and using long-range attacks to foil your spell-casters. But while it puts up a good fight, all you need to do to win is field a good spell-caster or two to quickly punch through its HP with storm-type spells.



	318	DOI	RIC COLLU	IM
ANDRA	SIGN	HP	WEAKNESS	RESISTS
Carried States	-ģ-	3,470	Storm	Physical

Task 112—Terror on the Tundra

The target for this bounty hunt is on Scrooge Island, the southern island in the chain of islands southwest of the Winter Wonderlands. If you still have those blazing blades in your inventory, now would be a good time to dig them out; an onslaught of flame-type attacks will both exploit your foe's vulnerability to fire and hopefully cancel some of its damaging water-type tricks. If you find its tricks are taking a toll, you may want to boost your team's magical defense with Oliver's Ward spell.



1 de	318	CELI	CELESTIUS PRIMUS		
	SIGI	N HP	WEAKNESS	RESISTS	
2	·ģ·	4,460	Fire	Storm	



49 The World United

When you're ready to begin the final stage of your adventure, talk to Kublai on the deck of the *Iron Wyvern* and accept his offer to rest for the night. The next morning, you'll find several new faces on the deck of the ship, including fairies Smiley 'n' Surly standing near Tengri. Talk to Surly, and after a long conversation, he'll offer to sell you some special armaments. (Once you have Surly's permission, talk to Smiley to do the actual shopping.) The armaments available here may appear weaker than your familiars' currently equipped gear, but take a closer look at their abilities before you dismiss them; the weapons don't offer great attack scores and the armor doesn't offer very good defense scores, but many of the items significantly boost other abilities that aren't typically affected by arms and armor. Some have useful special properties as well.

Once you've fully equipped yourself for the challenges ahead, speak to Marcassin at the center of the deck, and then speak to him again to tell him you're ready to go.



Smiley 'n' Surly's

Weapons

* Weapone	
ITEM	COST
Hero's Sword	33,000G
Kiss of Death	31,000G
Crystal Spear	38,000G
Ogre King's Ax	40,000G
Werewolf Claws	38,000G

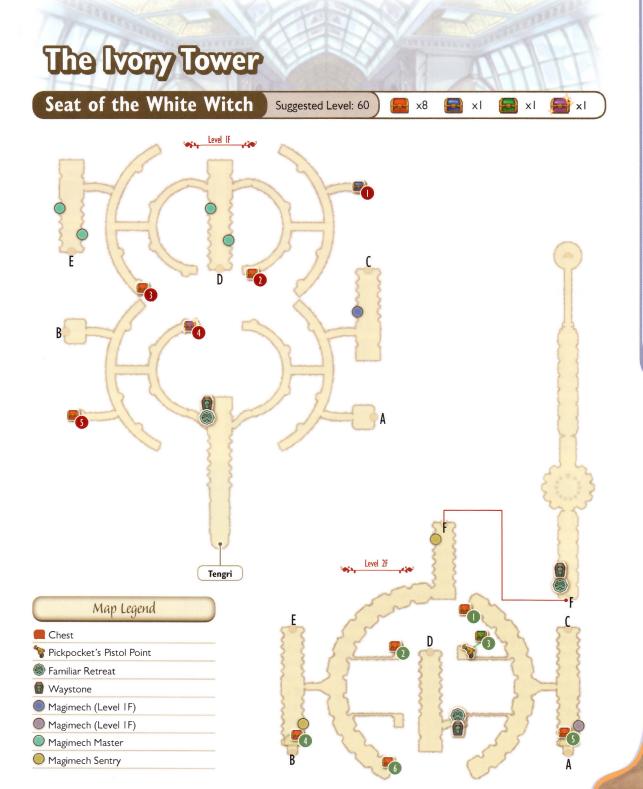
Armor

V 1111101				
ITEM	COST			
Knight's Armor	30,000G			
Robe of Restoration	28,000G			
Diva's Mantle	23,000G			
Shiny Shield	22,000G			

Accessory

ITEM	COST
Nix Gnashers	18,000G











478

SIGN

G 6

WEAKNESS RESISTS

Light

Darkness



HP WEAKNESS RESISTS

Darkness

SIGN

534



	-	-		
Mary N	SIGN	HP	WEAKNESS	RESISTS
07.50	-68-	537	Water	Fire

And	313	MAGIMECH		
FIRE	SIGN	HP	WEAKNESS	RESISTS
8000	- O	1,178	Water	Storm

and	099	099 PALADIN PARTRIDGE				
and a second	SIC	SN	HP	WEAKNESS	RESISTS	
SE.	♦		517		Light	

Joh	247 ASTRALYNX					
	SIGN	HP	WEAKNESS	RESISTS		
ALL	© ©	527		Light		

M	314	MAN	IC MAGIM	ЕСН
823	SIGN	HP	WEAKNESS	RESISTS
0540	·Ŷ	1,254	Water	Storm

(bed	103	SHARP-HOOTER				
92	SIGN		HP	WEAKNESS	RESISTS	
	<u>G</u> (3	519		Storm Dark	

ATTO	252 HONKY-TONKER					
25	SIGN	HP	WEAKNESS	RESISTS		
3,	💠 💠 🗭	508		_		

346	315	MAGI	MECH SEN	ITRY
ASA	SIGN	HP	WEAKNESS	RESISTS
-0-4-	- Ô	1,308	Water	Storm

E3	140 NEOLITH					
	SIGN	HP	WEAKNESS	RESISTS		
L	🌼 🍖 💆	512		Physical		

8 3	256 SINISTER SOVEREIGN					
No.	SIGN		HP	WEAKNESS	RESISTS	
CAN	·ģ·	Ó.	504	_	_	

9000	316	16 MAGIMECH MASTER				
A A	SIGI	N H	WEAR	NESS	RESISTS	
and the	- Ô	1,33	32 -	-	Storm	

1	148 BEAM-MAN					
	SIGN		HP WEAKNESS		RESISTS	
-250	©	6	575	Storm	Physical	

	260 NIGHTSHADE						
	SIGN		HP	WEAKNESS	RESISTS		
32 H ST	<u>C</u>	Č	528	_			



50 The Final Battle

Level 1F

Tengri will wait for you at the entrance to the lvory Tower, and asking him for a ride is the only way back out. You arrive at a sparkling clean first floor, where an unguarded waystone is just to the north. The lvory Tower is a large palace made up of two floors and several warp platforms that teleport you to various sections of the structure. If you want to race to the final battle, the route to the end of the lvory Tower involves using warp points C through F in alphabetical order. However, the floating castle is filled with great treasure and incredible opportunities to level up. Take your time to explore the entire place and enjoy the final "area."



Make good use of the waystone's healing properties as you loot the area; cleaning out the three treasure chests to the west (including one just past warp point B) will net you awesome items, including celestial armor, griffin's talons, and a great sage's secret. After the treasure hunt to the west, return to heal up and save your game before you explore the eastern side of the floor. The hallways within the tower are thin, so combat is hard to avoid; it's best to just take the bull by the horns and attempt to get as many back-attacks as you can by aggressively striking at foes before they can strike at you.



Once you heal up and head east, you'll discover warp point A in the southeast, which leads to nothing, so don't bother with that corner unless you're trying to explore 100 percent of the tower. Instead, head towards warp point C in the northeast, which leads to the structure's second floor. But as you approach warp point C, one of the magimechs lined up against the passage's western wall comes alive and attacks you. Blast it with water-type spells and try to avoid fighting it at close range, where it's strongest. You'll encounter two varieties of magimech in the Ivory Tower, and both are best avoided if possible. (Note that these are not standard creatures and cannot be captured as familiars.)



Level 2F

When you warp to the second floor, head south to the end of the passage to open a chest that holds a bottle of sprite dew, but watch out for a magimech that emerges from the east wall as you approach it. Head west to a rounded hallway from which two thin ledges lead west. Make your way across the northern ledge to reach a platform where you can target the area's green chest to score a glorious lance. The ledge to the south leads to a waystone, which is a welcome sight until you stop to think about it for a moment. Why would there be a waystone in the middle of a an area? That's right—it can only mean a boss fight is imminent.



Boss: Gallus

The Power Beyond the Throne



In his default form, Gallus has no elemental weaknesses or resistances at all. But as soon as he wraps himself in a colored aura, he takes on that aura's elemental properties; so a green-glowing Gallus resists storm but is vulnerable to fire, a red-glowing Gallus resists fire but is vulnerable to water, and a blue-glowing Gallus resists water but is vulnerable to storm. Each aura also changes Gallus's primary attack spell, from the physical-type Terra Infirma (which sends a shockwave along the ground to attack the character he's targeting for moderate damage) to something potentially far deadlier. But once Gallus performs his elemental trick a single time, his aura dissipates, leaving him type-less again.



Gallus's water form is by far the most dangerous, since it allows him to perform Absolute Zero, which deals heavy damage to the entire party. Order an all-out defense for the entire duration of his blue glow, and be ever ready to have your active character back out of whatever he or she is doing (ideally casting storm-type spells) and join the defensive line. When Gallus is glowing red or green, you have a lot less to worry about. When he's red, he can perform Fire Trident, which fires three powerful waves of fire in an arc in front of him. But as long as you circle around him and attack from behind, you should be able to avoid its effects—provided he's able to shrug off your attacks and perform it at all. While green, Gallus

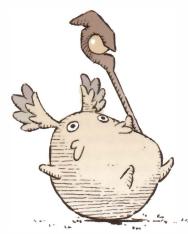
can perform Bolt of Judgment, which rains lightning bolts down on the battlefield. But you can see a blue glow on the ground where they're about to hit, which should give you just enough time to get your active character to safety.





In short, wait until Gallus teleports and activates a new aura, and then switch to an all-out-attack for red or green and an all-out-defense for blue. If you can cancel one of his attacks, you'll stun him and also knock loose a gold glim, so make sure to attack aggressively when you know there's no risk of an impending Absolute Zero.





Unlocking the Power of Astra

Once defeated, Gallus drops Astra, which is an even more powerful wand than Mornstar. You can head back to the waystone to heal and save before heading north to warp point D, or you can take Astra and return to Ara Memoriae. You see, acquiring the Astra wand unlocks a new event in the outside world (provided you've solved all of Horace's riddles), and it's one that offers a very lucrative reward. Most players will discover it after they finish the main story, but you can actually do it as soon as you get the wand, and the spell you learn by doing so will make the game's final boss a whole lot easier. It won't take you long to get back to this point in the Ivory Tower, so it's a good idea to bite the bullet, cast the Vacate spell, and then fly Tengri (or land and cast Travel) to return to Ara Memoriae. There, at the northern tip of the structure, you'll find a large, ghostly man with green hair. Cast your Spirit Medium spell to hear him out. Ultimately, the man will ask you a question about...clothes? Flip open The Wizard's Companion to page 117 and search for references to an ancient garment. Tell the man the correct answer (wizard's robes), and he'll teach you the Astra spell that accompanies your Astra wand. It's a mass-targeting light-type attack spell, which is more damaging than even Mornstar and has an even higher MP cost to match.



Astra Spell



That detour done, cast Travel to return to the *Iron* Wyvern, and have Tengri fly you back to the Ivory Tower. Go straight to warp point C and travel west through the second floor to find warp point D. Now you're back on track! Warp D takes you to the northern half of the first floor, where two treasure chests can be found to the east, and a third chest and a warp point await to the west. That warp point to the west, point E, will take you to the west wing of the second floor, just outside of a C-shaped hallway that holds the area's final two chests. Travel north along the hallway to the final warp point, F, which takes you to a waystone where you can heal and save your game. Watch out for another magimech sentry near the warp point!



Grinding at the Witch's Doorstep

The final battle awaits you to the north, but before you head that way, know that you're standing at the game's most lucrative grinding point. That C-shaped hallway you just passed is the lone habitat of tokotocolds, a metamorphosed form of tokotoko that provides absurd amounts of experience points when defeated; at this point in the game, you'll typically gain 2-3 levels for each one you take down. Tokotocolds are incredibly rare, but since you're right near a waystone, you can afford to just repeatedly cast Veil as you run up and down the hallway looking for one. Running from one end to the other causes new enemies to spawn constantly, including the rare tokotocold. You can still expect to spend 10 or so minutes running back and forth before one finally appears (and that's fighting no battles on the way!). Grinding here requires a bit of a time investment, but the rewards are more than worth it.

When you feel you've racked up enough levels in advance of the boss, return to warp point F, save your game one last time, and head north to face your destiny. As in Nevermore, you'll face a trio of battles, but at least you will have your HP and MP refilled before the third and hardest battle. Still, that third battle is a brutally difficult one, so if the levels of your characters aren't yet in the mid-60s, you may want to spend a little more time hunting tokotocolds.



Boss: Cassiopeia

The White Witch

379	Cass	iopeia	 	
HP	3,380	Weakness	Resists	Physical
Drop	T-		 	
Steal	Diva's M	fantle		

Cassiopeia is certainly a potent foe, but she has only 3,380 hit points, so you should be able to squeeze out a fairly easy win if you fight conservatively and pick away at her HP with Mornstar spells. Cassiopeia can cast a number of must-block moves, including Pillars of Darkness and Fallen Star, so make sure your comrades are deploying familiars who are capable of defending. You can get a stun against Cassiopeia by canceling her Fallen Star move, but that's an extremely risky gambit, and since Cassiopeia is resistant to physical damage anyway, you have little to gain by throwing melee fighters at her. Instead, try to win your gold glims the safe way—by successfully defending her attacks—and when her attention is focused elsewhere, have Oliver pelt her with his best spells.





Early in the fight, pay attention to the color of the stripes beneath Cassiopeia's cloak. When they're blue, she's fighting defensively, which means your attacks will not be terribly effective but she'll refrain from using her best moves. When the stripes glow red, she switches to a more aggressive but defensively weak style, and you know a Fallen Star move will be coming eventually. When she drops to 50 percent of her HP, she uses Nightshade to make her aggressive red-stripe style permanent. If you hadn't been fighting defensively before, that's a great time to start. And since you know Nightshade can't hurt you, it's a great time to fire off a Mornstar spell while she can't interfere.



Boss: White Witch

Monster of Manna



The White Witch often kicks off this fight by performing Death Drop, which sends powerful shockwaves to damage anyone around her. Be ready to fire up that all-out defense immediately! But you needn't maintain that defensive posture throughout the entire fight. Besides Death Drop, her only must-defend move is Annihilation, a powerful energy beam that she fires in an arc in front of her. You can avoid the beam by standing to her side, but it's worth trying to cancel it with a flurry of attacks, as that will stun her and likely generate a gold glim. The performing process for Annihilation (and some of her other moves) is as follows: She glows red, absorbs energy for a moment, leaps backwards, and then performs the move. If you haven't successfully canceled the move by the time she performs the leap, you should still have time to both defend and order an all-out defense before the attack hits. So it isn't a major risk to try for the cancel.



Like Cassiopeia, the White Witch continues the whole red-stripe, blue-stripe thing. When she's in her red-stripe form, fight more defensively, using Oliver, Marcassin, or any elemental trick performing familiar to pelt her with spells and tricks (you needn't use expensive spells like Mornstar; quicker, cheaper ones will still do solid damage while she's in red-stripe mode). Since you can cast spells from anywhere on the battlefield, make sure you're far away from your comrades, so that she won't be able to hit more than one member of your team with moves like Harrowing Horns and Wrathful Rush.



When her anger fades and she goes into blue-stripe mode, deploy your front-line fighters in an attempt to cancel her moves. They won't do significant amounts of damage, but neither should she. When the next Annihilation comes, cancel it if you can, defend if you can't, and then repeat the cycle.



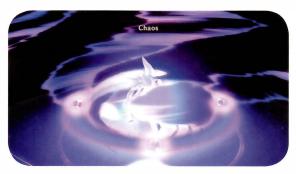


The Council Corrupted

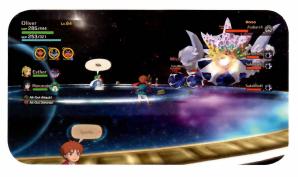
No Marie	381	Zodi	arch	 	
	HP	12,500	Weakness	Resists	_
	Drop				
1	Steal	_			

MOS	382	Sate	llite			
10 h	HP	1,500	Weakness	_	Resists	
6	Drop	_				
	Steal	_				

The final battle is a brutally difficult one, but you will have some help from your new friend Cassiopeia. She acts independently and cannot die, although if she's heavily damaged in combat she will be unable to act for several seconds until she recovers. The Zodiarch always kicks off the battle with a move called Chaos that is far and away its most devastating attack. It takes a little while to perform, so you should have plenty of time to defend and order an all-out defense.



After your team members dust themselves off, Cassiopeia begins casting her Nix spell in order to head off another Chaos, but the Zodiarch's relentlessly aggressive Satellites will attack her in an attempt to cancel it. These Satellites are the biggest threat in this fight, and you have to do everything you can to eliminate them as quickly as humanly possible. This is where the Astra spell makes a huge difference; it can blow all of them off the battlefield in only a few castings. While Oliver uses that (or other mass-damage spells, if you didn't get Astra), make sure everyone else is doing their part; set them to Give It Your All in the Tactics menu so they won't be shy about using their most expensive familiar tricks.



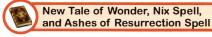
Once you've wiped out the Satellites, revive your dead, heal your wounded, and turn your attention to the Zodiarch. Without the Satellites to hassle her, Cassiopeia will easily be able to cast Nix and temporarily shut off the Zodiarch's tricks and stun it. Go on an all-out attack, using Oliver to cast Mornstar if you have MP recovery items to spare, or deploy frontline fighters if you don't. The Zodiarch will continue to generate new Satellites, and it's imperative that you destroy them as soon as possible. It's also imperative that you always successfully defend against the Chaos attack; in this wide battlefield, with so much healing going on, don't let the Zodiarch out of camera range, or you won't be able to see when a Chaos move is coming. If you have to use healing spells and recovery items, use R1 or the right analog stick to check in on the Zodiarch after every item or spell.



The Zodiarch's other moves aren't particularly scary. Sigh of Sorrow is a breath attack that puts everyone in front of the Zodiarch to sleep, but it is easily avoided by moving to the side of the boss. Piercing Gaze doesn't seem to do anything, but actually it lowers all of its target's base abilities—and there really isn't much you can do about it. Shockblast does deal damage, and quite a lot of it, but only hits targets near the Zodiarch, so the best defense is to run away and order your comrades into an all-out defense if they're within its area of effect.



After the battle, you'll win our hearty congratulations, a new Tale of Wonder for *The Wizard's Companion*, and two new spells: Cassiopeia's Nix and the forbidden (and therefore uncastable) Ashes of Resurrection. Now, on to the post-clear content!



Post-Clear Content

Unlocked Features

Save the game after beating the boss, and load that file to continue your adventure. You'll resume from Oliver's house in Motorville and find that the timeline of the game has returned to the point right before you beat the last boss. There are several new options available to you:

- The Crypt Casino RIP Room—When next you visit the Tombstone Trail casino, you'll be given a RIP pass that allows you entry into a posh private screening room where you can watch all of the game's event scenes. But first, you have to unlock them by buying tickets from the final tier of casino chip redemption rewards.
- If you've completed all of the previous Solosseum challenges, you can challenge the newly unlocked Rank S to win a mandragorer ticket, which can be redeemed for a new familiar that isn't available through any other means.
- You can also receive a familiar ticket from the Familiar Retreat Representative that can be exchange for a rare sapdragon familiar by talking to Solomon in the Temple of Trials.
- Gold versions of existing familiars will now appear throughout the game's world. These familiars are higher level than the usual wild versions and have different items for you to drop and steal. You can capture them and add them to your party as you would any other familiar. Areas that host new golden familiars include Deep Dark Wood, Ding Dong Well, Golden Grove, Old Smoky, Tombstone Trail, Glittering Grotto, Vault of Tears, Miasma Marshes, Nevermore, and the Ivory Tower.



Note

Check the appendices in this guide for in-depth coverage of all post-clear content!

Tasks Found after Finishing the Main Story

Completing the main story unlocks a massive bounty of tasks, including errands 069, 070, 075, 078, 085, 132, 134, and 136, and bounty hunts 113–115, 133, 135, and 137–138. Many of these tasks offer rare items and a full stamp card as prizes, and several also unlock new formulae for your alchemy cauldron. There are 15 additional tasks tied up in a new task tree that begins with task 085, and that task tree will lead you to the only new post-game area, which ends with an optional boss that is Ni no Kuni's ultimate high-level challenge.

To get started, enter Ding Dong Dell and speak to the man in the suit who's always losing his diary. Accept task 085, and follow his instructions by heading south from Ding Dong Dell and then following the mountains to the west, towards the Golden Grove. Before you reach the entrance to the Golden Grove, you'll find another patch of trees with autumn colors and, south of those trees, a small cave cut into the foothills. Pass through the cave to reach a newly accessible mountain valley that's located half in the North Summerlands and half in the South Summerlands. Enter the brightly colored grove of trees at its southern tip, and you'll find the hidden area that your client had described (and most likely earn the Globetrotter silver trophy for having visited every area in the game). Here you'll find your client's diary by a red mushroom to the north of the entrance, as well as a purple chest that contains a bottle of wizard king's secret and a green chest (in the alcove to the west) that can be shot for a star eater's fang.



At the northern part of the hidden area, a giant rabbit (or a man with a rabbit-head mask?) is waiting outside of an ornate stone door. Named "The Conductor," this... creature will be your client for task 131, and then tasks 116–130. What he wants is a little vague, but the next step will be clear when you return to Swift Solutions and check for new tasks at the bounty hunt counter. Bounty hunts 116-120 are now available. Each involves battling a stronger version of one of the game's early bosses by examining a blue orb at the exact spot where you fought the boss the first time. Complete this first batch of five tasks, and then report to your bunny-headed client in the secret forest to unlock the next batch. Note that two of the bosses won't be exactly where you saw them last; Cap'n Crossbones (task 126) is now on the Broken Crown island, northeast of Autumnia. Since you haven't yet beaten the Ivory Tower in this timeline, the alternate version of the Zodiarchy (task 130) can be found at Ara Memoriae.



Once you've completed all 15 tasks, you'll win the right to open the ornate stone door and face the Guardian of Worlds, the game's ultimate boss. Beat him, and you'll win a sweet prize, as well as the right to battle the Guardian again—but the battle is even harder this time. Full details on tasks 116–131, including strategies for battling the Guardian, can be found in the "Tasks" section of this book.

TASK JOURNAL—FINAL

The massive final batch of tasks includes a number of world-trotting errands, some grueling alchemy challenges, and the toughest bounty hunt targets yet. It also includes a lengthy series of boss rematches that begin with task 131, although those are fairly self-explanatory and won't be covered here.

ERRANDS

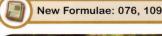
Task 069—The Runaway Fairies

If you've completed task 053, your fairy client will be right where you left him, near the Spring of Life at the southern entrance of the Golden Grove. He's had you pacify the Golden Grove to make it safe for fairies, but the runaway fairies have yet to return. Your mission is to find them and spread the word, but your client's knowledge of where the fairies have gone is a tad hazy. He'll give you a vague hint as to the location of each fairy, and then when you find that fairy you'll automatically return to your client to get the next hint. The locations of the five fairies are:

- On the world map on the path leading up to Skull Mountain, behind the flag second-nearest to the entrance
- In a small cell against the western wall of the Vault of Tears, near the magic seal that returned you to your human forms
- In front of Philip's workshop in Motorville, which is directly south of where you arrive when you cast the Gateway spell
- By the skeleton in the hidden mine area in the mountains east of Hamelin, which can only be reached with Tengri
- Talking to the forest dweller in the forest glade at the center of Jack Frost's Playground (the island southeast of the Winter Wonderlands)

In addition to your reward, your client will teach you two new formulae.

Kaleidostones x2 and 5,000G.







Task 070—The Greatest Treasure

A boy near the merchant's stall in Castaway Cove has found a treasure map pointing to the seven overworld areas with mysterious stone markers. The map is in bad shape, so to figure out the seven locations, you'll need to speak to the other residents of Castaway Cove, who appear as flashing blue dots on the area map. But you don't actually need to speak to them, as long as you remember where you've seen the stone markers on our past journeys. Visit each marker in whatever order you like, and read the text on them, taking note of the two Nazcaän characters at the end. The markers can be found on the world map in the following areas:

- Tiny Tim—The northern of the two islands southwest of the Winter Wonderlands, beneath the icy ridge
- No Longer Mine—The island south of Hamelin, on its western coast
- Shipwreck Shore—The area with the Vault of Tears, at its northeast end
- Swan Island—The largest island in the chain of islands northeast of the Summerlands and northwest of Autumnia, on its eastern shore
- The Barrens—The area on the west coast of the Summerlands, south of where you dock to go to Skull Mountain
- Billy Goat's Bluff—At the end of the long Autumnia trail that begins at the continent's western beach (northwest of Perdida)
- Bungler's Bay—The island southwest of Castaway Cove

Talk to your client, who will help you decipher the Nazcaän code using the last two characters from each marker. The characters represent a letter and a number that indicates in what order they should be placed to create a word. If you decipher it correctly it will spell Kublai3 (Kublai Khan the Third). Teleport over to the *Iron Wyvern* and speak with Kublai. He points you to a forested island that must be reached by air, which can only be the Broken Crown in the northeast corner of the world. Have Tengri fly you there, and cast Rejuvenate on the final marker to reveal the ultimate "treasure." At least when you return to your client, you'll get a few new formulae in addition to your reward.

Evil eyes x2 and 5,000G.



New Formulae: 051, 056, 068, 125





Task 075—Fierce Creatures

If you've completed all of Derwin's previous tasks, the traveling familiar researcher will find his way to Ding Dong Dell for one last errand. This time, you don't have to recruit anything; he's putting a hit out on three dangerous creatures that are threatening the potential familiar population. Hunt down and defeat each creature he asks you to, then return for your next assignment. Once you've bested the third, he'll give you three tickets that can be redeemed for rare familiars at the Solosseum. These foes are all variants of bounty hunt targets you've fought before; as with your past battles, it's best to use elemental weaknesses to defeat the first two, and buffs and debuffs to deal with the third.

- Target I—Grubby fug on Jack Frost's Playground (the island southeast of the Winter Wonderlands)
- Target 2—Auric collum atop a high plateau on the natural wall that separates Shimmering Sands from Castaway Cove area and Shipwreck Shore
- Target 3—Shellmet on No Longer Mine, the island southeast of Autumnia and north of Teeheeti.

Lumberwood ticket, relixx ticket, dinoceros ticket, and 500G.



2000	312	312 GRUBBY FUG			
:4	SIGN	HP	WEAKNESS	RESISTS	
WHY W	- Ô	4,540	Fire	Storm	

	320	AUI	AURIC COLLUM		
ANTINA	SIGN	HP	WEAKNESS	RESISTS	
(do so	- o	5,340	Storm	Physical	

	332 SHELLMET			
yann,	SIGN	HP	WEAKNESS	RESISTS
THE DE	- Ó-	3,960		Storm



Task 078—The Master Alchemist

An old man who lives in the Alchemist's Cave on the southern part of the natural wall that separates the Shimmering Sands from the Shipwreck Shore area (just west of the Vault of Tears) has an alchemy challenge for you that will almost certainly require a bit of grinding on your part. His first task is for you to make a demon's ax out of a basic weapon and several ingredients that can only be acquired by defeating or stealing from enemies. Once you show him the completed ax, he'll up the ante, demanding you use that as an ingredient to make the even more powerful war god's ax, which requires far rarer ingredients. The ingredients—and where to find them—are listed below.

In addition to the promised reward, the client will teach you four new formulae (060, 084, 094, and 097). And now that you've proven yourself to him, he'll be willing to teach you other new formulae when you show him rare ingredients. Bring him your heart of the muse (the prize for clearing the Solosseum's Rank A), and he'll teach you formula 127. Bring him the cad's clasp, which is dropped by your target in bounty hunt 122 (part of the task tree that begins with task 131) and he'll teach you formula 130 as well.

Clump of troll's tears x2, glowstones x2, and 5,000G.



Demon's Ax Ingredients

ITEM	HOW TO ACQUIRE
Grand Ax x I	Can be purchased in Perdida
Black Wings x2	Drop/steal from relixx in Spring Realm, drop/ steal from eggyptian in Spring Realm, drop/steal from sharp-hooter in Ivory Tower
Tachestone x3	Drop/steal from puss in boats in sea outside of Spring Realm, drop/steal from burly hurly in Billy Goat's Bluff, drop/steal from tokotocold in Ivory Tower, drop/steal from honky-tonker in Ivory Tower, drop/steal from bone brigadier in Nevermore

War God's Ax Ingredients

ITEM	HOW TO ACQUIRE
Devil's Ax x I	You just made this!
Kaleidostone x5	Rare drop from golden tokotocold in Ivory Tower, rare drop from golden gobfather in Miasma Marshes, rare drop/steal from golden bedraggle in Glittering Grotto.
Scroll of Truth x5	Rare drop from golden hog-goblin in Miasma Marshes, steal from golden honky-tonker in Tombstone Trail, rare drop from golden toko in Vault of Tears, rare drop from golden draga- muffin in Glittering Grotto

Task 085—Notes from the Center

The guy who always loses his diary has lost his diary once again! You'll meet him near the entrance to Ding Dong Dell, just outside of the Cat's Cradle inn. This time, he lost them someplace that even you've never visited-because it never existed before you finished the main story. To find it, walk south from Ding Dong Dell until you hit the mountains that form the southern border of the area. Follow the mountains east, and when you see a grove of autumn-colored trees (the grove that's east of the Golden Grove), you'll notice a cave cut into the mountains at its southern tip. Pass through the cave and follow a hidden mountain valley into the Southern Summerlands. At the center of the woods at its southern tip, you'll find a new forest glade. Walk a short distance north from the entrance to find a large red mushroom, and search around there to find the missing diary. While you're here, you may want to speak to the rabbit-headed man to sign up for task 131. Return to Ding Dong Dell to report to your hapless adventurer friend, and in addition to a generous assortment of rewards, he'll throw in two new formulae. Not bad for a few minutes of work!



New Formulae: 088, 093



Task 132—Totally Tidy Tools

Your client for this task is the fairy Surly, who has set up shop on the deck of the *Iron Wyvern*. He wants you to return to the Fairyground to help him research some new weapon ideas. There are three ideas to find:

- Talk to a burly fairy outside of the Cavity Club, who will give you the idea for a sloppy slapstick.
- Talk to the Fairy Godmother on her platform north of the city, and she'll give you the idea for a lullaby lance.
- Return to Mummy's Tummy (by heading east in the forest area south of the Fairy Godmother's platform) and examine the slide in the left-most room to get the idea for flawed claws.

When you return to Surly and tell him of your new ideas, he'll send you to find one more. You'll find it in Motorville, by searching near the stove in the kitchen in Oliver's house for mom's favorite pan. Report back to Surly, and in addition to his pile of rewards, Surly teaches you a new formula and all of the new weapons you inspired are put up for sale at the *Iron Wyvern* item shop.

Reward: Blossom of the bard, pretty parasol, and 10,000G.



New formula: 131



Task 134—Order of Illusion

To meet your client for this challenging task, have Tengri fly to the Ivory Tower, and then proceed north to the first waystone. There you'll see a group of armed men led by your client, a Nazcaän knight named Caph. He wants you to hunt down and destroy four magimechs that have been scattered throughout the world below. You've probably spotted all four of them already: They're the broken-down robots you saw in the Golden Grove, Old Smoky, the Tombstone Trail, and the Glittering Grotto. You can hunt them down in any order you like. When you find one, you'll have to bring it down in battle, but that shouldn't be too hard; like the ones in the Ivory Tower, they fight solo and can be brought down quickly with water-type attacks. More specifically, their locations are as follows:

- Enter the Golden Grove from the north and travel counterclockwise around the east wall to reach the dead end with the magimech, which is just southeast of the entrance.
- Head directly north from the entrance to Old Smoky, following the west wall, and you'll find the magimech in no time.
- Travel halfway up the Tombstone Trail; the magimech is between the house and the waystone at the center of the map.
- Make your way to the lower level of the Glittering Grotto, using the hidden passage along the east wall to save time.
 Where the path forks at the entrance to the lower floor, travel along the ice bridge to the northeast, and then turn north when you hit snow to find the magimech.

Return to Caph to report your victory. He'll be grateful, but the task isn't even close to over yet. Your next objective is to go to the Spring Realm and battle three magimech masters—enhanced versions of the magimech that have no elemental weakness—which are roaming on the geoglyphs of the Spring Realm. Have Tengri drop you at the southeast part of the island, so you can battle the magimech master near that position and the one along the trail to the northwest. The third is outside of Ara Memoriae, but first you can teleport to any town to heal up if you need to, and then teleport to Ara Memoriae in order to face it with full health.

Take advantage of the waystone in the Ivory Tower before you report your victory to Caph, because as soon as you tell him the news, you'll be in for the fight of your life. You have to battle one normal magimech and two magimech masters at once, and they are brutal in multiples. Assign both your comrades to focus on healing while Oliver does the dirty work, blasting the foes with Astra spells as he runs in circles, so as not to be cornered by these deadly foes.

Reward: Nazcaän longsword, Nazcaän armor, Nazcaän helm, and 10,000G.



Task 136—Great-Great-Grandsage

If you've completed all of Horace's past puzzles, visit him at the northern tip of Ara Memoriae, where he taught you the Astra spell, and speak to him with the Spirit Medium spell. Horace tells you a story and then asks a question. Get it right, and he'll float off to somewhere to prepare his next quiz. This time, you can follow him immediately, and you'll need to chase him to five different locations and answer five different questions to complete this task. Horace's questions are a bit easier this time around, mostly focusing on information you should remember from playing through the game, you can usually guess where he'll appear next by the clues he gives.

After you answer his question at Ara Memoriae ("Mornstar"), his next appearance is at the north end of the Tombstone Trail, at the crypt where you originally found Mornstar. The next question is about the King of Cobras, which is none other than "Aapep." That is a pretty clear hint as to his next destination—the boss room in the Vault of Tears. There, he will ask you about a prophecy from the last page of The Wizard's Companion, and the answer to his question is "Pea." Next he will talk about a cave that lets someone see into the past. You should go to the upper level of the Glittering Grotto, south of the passage that leads to the lower floor. When you arrive, Horace's next question requires deciphering the word on Oliver's original stick wand. The answer to his question is "Bring Hope." For his final quiz question, you'll need to meet him at the Council of Twelve meeting room at the end of the Ivory Tower. The final question is about the powerful book you've been using from the start of your journey, and the answer of course is "The Wizard's Companion."

Reward: Mirror of Truth and 10,000G.

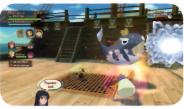
New Formulae: 132, 133, 134



BOUNTY HUNTS

Task 113—King of the Deep

Your target for this bounty hunt is swimming in the bay of the Hermit's Shell. Since he's too far out to reach by land, you'll need to sail to the bay from Castaway Cove to start the battle. As with most of the whales you've fought before, you can make fairly short work of this guy with storm-type attacks. But watch out for his powerful Water Cannon, which can do several hundred points of damage. To avoid any fatalities, you'll want to keep everyone's HP close to max throughout the fight.



	307	PRINC	E OF WH	ALES
The same of the sa	SIGN	HP	WEAKNESS	RESISTS
76	- ô	6,070	Storm	Water

Task 114—Shellshocked!

Your target in this bounty hunt is on the trail leading to the hidden mine just east of Hamelin, and you'll need Tengri to fly you over to it. The shellshocker doesn't seem too tough, but it repeatedly uses ability-boosting tricks like War Cry and Bracer to make it both a threat and a defensive powerhouse. Get your physical hits in before it can buff its defense, then switch to elemental trick performing familiars to finish it off.



	331	SHELLSHOCKER			
	SIGN	HP	WEAKNESS	RESISTS	
DEDIE	- Ó	5,140		Storm	

Task 115—A Legend Appears

Your target in this bounty hunt is on tiny Solitary Isle, southwest of Teeheeti. With resistance to physical damage and over 8,000 HP, the ionic collum is a tough foe that certainly won't go down quickly. Use your best storm trick performing familiars, and since no one else will be able to make much in the way of meaningful offensive contributions, you may want to set your party members to focus on healing as you rotate through their storm-capable familiars.



9	320	101	IIC COLLU	М
300	SIGN	HP	WEAKNESS	RESISTS
d'Sach	· · · ·	8,045	Storm	Physical

Task 133—Scorching Songstress

This is a straightforward bounty hunt, in which your target is a magmadiva on the trail to Old Smoky. If you warp to the entrance to Old Smoky she should be just a few steps to the south. This bounty hunt is much easier than the ones that follow, with a foe that isn't particularly powerful and folds quickly to water-type attacks. But she does know several tricks that deal damage to the whole party, so play it safe and order an all-out defense at the first sign a trick is being performed.

Reward: Glowstones x3 and 5,000G.



	304	MAGMADIVA		
400	SIGN	HP	WEAKNESS	RESISTS
-	- Ó-	Unknown	Water	Fire

Task 135—Grave of the Sailors

Your target in this bounty hunt is the lone shark that circles the Spindle, the island directly east of Autumnia. To reach it, sail from Hamelin and scan for a whale-like foe near the continent's eastern coast. Unlike most of your whale-like bounty hunt targets, the lone shark is weak to fire, not storm-type attacks. Other than that, it behaves similarly, occasionally performing powerful single-target tricks like Wallop and Water Cannon that can deal near-fatal damage to even a character with full HP if you can't defend in time

It's weak to fire, which is rare.

Reward: Evil eyes x3 and 5,000G.



	308	LC	NE SHAR	К
- The	SIGN	HP	WEAKNESS	RESISTS
Ne	•	Unknown	Fire	Physical

Task 137—Incredible Ulk

Your target in this bounty task is by the lake on the grassy ridge north of the Deep Dark Wood. This is an extremely tough foe that can use a variety of powerful physical attacks. Defense-boosting buffs like Esther's Refrain will help a lot, as will high-level familiars with physical resistances.

Reward: Clump of troll's tears x3 and 5.000G.



1	333	ULK		
	SIGN	HP	WEAKNESS	RESISTS
and .	- Ó-	Unknown		_

Task 138—Warbird of Prey

Your target in this bounty task is the giant purple bird flapping around on Swan Island, the largest island of the chain off the northeast coast of the Summerlands. This pesky foe has high defense and magical defense scores and a lot of HP, and will mess with your strategies by performing Nix tricks and stealing your cash with the Pilfer trick. Use buffs like War Cry or Enlighten to boost your offensive abilities, so you can end the fight more quickly, and keep an eye on your delegated healer so you can have someone else fill in if he or she gets nixed.

Reward Pairs of angel's wings x3 and 5,000G.



No.	334	WARBIRD			
	SIGN	HP	WEAKNESS	RESISTS	
	· Ó·	Unknown		_	



Tasks



Tasks

Ni no Kuni features 138 official tasks, which are unlocked in batches as you proceed through the game. (See the "Game Basics" section for more details on how. the task system works.) We've covered these tasks as they're unlocked throughout the walkthrough, but you can also find them all right here, in numerical order, for easu reference.

Each task offers some guilders and at least one item as a reward, as well as a certain number of stamps on your merit stamp cards. Once you've filled a few cards with stamps, you can trade the cards in for merit rewards at the counter of any Swift Solutions. There are three tiers of merit rewards, and to unlock a higher tier, you must buy every reward in the current tier and reach a certain milestone in the progression of the game.

Tier 1 Merit Rewards			
	NAME	COST	EFFECT
3	Jumping Jack	l Card	Allows you to jump with X while running. (Also good for catching floating golden glims during battle.)
3	Jack Be Nimble	I Card	Increases your movement speed while running on the world map by 20%.
艾	Little Jack Horner	l Card	Provides a 20% chance of getting an additional item when foraging items from twinkling spots on the world map.
×	Jack-in-the-Box	2 Cards	Makes enemies less aware of you on the world map and in dangerous places.
0	Jackpot	2 Cards	Increases the chances of glims appearing in combat.
-	Jolly Jack-tar	I Card	Increases the movement speed of your ship by 20% (unlocked when you acquire the Sea Cow.).

Tier 2 Merit Rewards

	NAME	COST	EFFECT
•	Cheapjack	3 Cards	All prices in shops are reduced by 10%.
※	Crackerjack	3 Cards	You receive a 10% experience point bonus for defeating enemies.
	Jack-o'-Lantern	3 Cards	Defeated enemies drop their normal item 5% more frequently.
Q	Jackpot II	3 Cards	At the end of combat, all unclaimed glims automatically move towards the party leader.
3	Jack-at-a-Pinch	3 Cards	When you die and continue, you lose only 5% of your amassed guilders (reduced from 10%).
	Flapjack	2 Cards	Increases your dragon's flight speed while you hold down X (unlocked when you acquire Tengri).

Tier 3 Merit Rewards

	NAME	COST	EFFECT
4	Jack of Hearts	4 Cards	The chance that a defeated creature becomes available to recruit increases by 20%.
عفي	Jack-Amend-All	4 Cards	While walking along the world map, dangerous places, and town areas, you recover 1 HP per step.
溢	Crackerjack II	4 Cards	You receive a 20% experience point bonus for defeating enemies (replaces the 10% bonus from Crackerjack).
•	Jack-of-All- Trades	5 Cards	Slightly reduces the MP cost of your spells and tricks.
	Jack-o'-Lantern II	5 Cards	Defeated enemies drop their rare item 3% more frequently.
•	Jack the Giant Killer	8 Cards	Oliver's max HP and max MP increase by 100.

Brokenhearted Errands

Task 001—The Procrastinator

Unlock:

Chapter I-After defeating Hickory Dock in Ding Dong Well

Prerequisite:

None

Reward: 🚇 🔐

Loaves of white bread x3 and 30G

A brokenhearted man is staring at the water wheel across from the Ding Dong Dell Cawtermaster's store. Restore his enthusiasm with a piece of heart gathered from one of the three enthusiastic villagers in town, two of which can be found in the northern part of the map.



Task 002—The Idle Wife

Unlock

Chapter I - After defeating Hickory Dock in Ding Dong Well

Prerequisite:

None

Reward: 🚱 🍪

Bars of chocolate x3, flans x3, and 30G

A brokenhearted woman holding a basket is right outside of the Ding Dong Dell Swift Solutions. Restore the washerwoman's enthusiasm with a piece of heart gathered from one of the remaining enthusiastic Ding Dong Dell Dwellers, one of whom is sitting on a bench a few steps away.



Task 003—The Sheikh of Spice

Unlock:

Chapter 2—After Esther and Rashaad join the party

Prerequisite:

Task 048

Reward: @ @

Sandwichs x2 and 100G

See Task 048 for coverage of this errand.



Task 004—An Overdue Loan

Unlock

Chapter 2-After Esther and Rashaad join your party

Prerequisite:

None

Reward: @ @

Cups of strong coffee x2 and 100G

In the northern part of Al Mamoon, a boy by the western fountain is enmeshed in a drama of childhood cruelty and stolen picture books. To resolve the situation, get some kindness from a man near the babana stand and share it with the boy back at the fountain.





Unlock:

Chapter 2-After Esther and Rashaad join your party

Prerequisite:

None

Reward: 🛞 🏵

Slices of carrot cake x3 and 100G

The ice cream vendor outside of the Al Mamoon inn needs a little courage to get his business up and running. You can find all the courage you need from a woman a few steps north of the local Swift Solutions.

Task 005—Ice Cream Dreams

Unlock:

Chapter 2-After Swaine joins the party

Prerequisite:

Task 049

Reward: 🛞 🏵

Salted ice creams x5 and 200G

In Castaway Cove, near the peddler where you got the Cauldron, you'll meet a shopaholic in desperate need of restraint. Luckily, you can get the piece of heart you need from the boy on the westernmost dock who's dangling his feet in the water.

Task 007—Shop Till You Drop





Task 006—The Fisherman's Woe

Unlock:

Chapter 2-Upon arrival at Castaway Cove

Prerequisite:

None

Reward: 🛞 🤬

Fishburgers x2 and 200G

Talk to the brokenhearted man on the lower platform in the southeast corner of Castaway Cove. He needs courage, and you won't have to go far to get it. Use your Take Heart spell to collect the courage from the man on the boat on the westernmost pier, and then transfer it to the brokenhearted fisherman with the Give Heart spell.

Task 008—Service Without a Smile

Unlock:

Chapter 3-After leaving Teeheeti

Prerequisite:

None

Reward: (4) (4)

Ruby ripple ice creams x3 and 300G

The merchant at the kiosk on the eastern street of the Fairyground (east of the Cawtermaster) lacks the kindness to run his business properly. Unfortunately, kindness is in short supply in the Fairyground, so you'll need to collect some after a new batch of kindness becomes available in Hamelin (after claiming the Mornstar wand).





Task 009—Tactless Timing

Unlock:

Chapter 3-After leaving Teeheeti

Prerequisite:

None



Bars of fairy chocolate x3 and 300G

Speak to the pink-headed fairy watching the show at the Fairyground's Cavity Club, who is struggling to find his lost restraint. Accept the task, then go to the food stand in the southeast corner of town to find a particularly strong-willed customer. Use the Take Heart spell to extract a piece of restraint and then the Give Heart spell to transfer it to the bumbling Cavity Club patron.



Task 010—A Sister's Savior

Unlock:

Chapter 4-Upon arrival at Hamelin

Prerequisite:

None

Reward: @ @ @

Bottles of pixie dew x2 and 500G

The man outside of Hamelin's Black Market was supposed to make a medicine for his sick sister but can't quite bring himself to care. Fortunately, you can find someone with a bit of extra kindness walking up and down the main street in the lower part of the city. Use the Take Heart spell to get it from the donor and the Give Heart spell to improve your client's attitude. As soon as you do (completing this task), speak to the client again to sign up for errand Task 055.



Task 011—A Proposal Postponed

Unlock:

Chapter 4-Upon arrival at Hamelin

Prerequisite:

None

Reward: @ @ @

Babana flans x3 and 500G

Look for this task's client on the main street in the northern part of Hamelin. He seems to be having trouble working up the courage to propose to his girlfriend, and wants your help. But courage is in short supply in Hamelin, so you'll need to wait until after you've completed the Tombstone Trail area and can teleport to Al Mamoon to get some. Even then, there won't be enough courage to go around; this guy and his poor fiancée might have to delay their marriage plans until you're able to reach the final piece of courage in Yule.



Task 012—Asleep on the Job

Unlock:

Chapter 4-Upon returning to present time

Prerequisite:

None

Reward: 🚱 🏵 🥸

Drowsy Drops gem and 500G

An employee of the Hamelin Black Market is having trouble keeping his eyes open. Sounds like a pretty exciting job to us, so it's got to be a case of brokenheartedness. If you haven't already gotten it, you can use the Take Heart spell to collect the restraint he needs from a guardsman in the southwest corner of the main street in the northern part of the city. Then cast Give Heart to cure him and earn your reward.





Task 013—Piggy Paranoia

Unlock:

Chapter 4—Upon returning to present time

Prerequisite:

None



Slices of game pie x3 and 500G

The city guardsman northeast of the Hamelin Cat's Cradle has lost his belief in, well, pretty much everything, and is throwing accusations around willy-nilly. Restore his faith in humanity by using the Take Heart spell to gather some belief from a man in a blue smock who's standing near the Swift Solutions building, and then transfer it over with the Give Heart spell.



Task 014—Research on the Rocks

Unlock:

Chapter 4—Upon returning to present time

Prerequisite:

None



Soft scoop ice creams x3 and 500G

A Hamelin native is having a crisis of belief at his balcony in the southeast corner of the northern part of the city. Fortunately, you can get some extra belief from a mustached man standing at the steps in the corner north of the Cawtermaster. Take it with Take Heart, give it with Give Heart, and collect an easy reward.



Task 015—School's In

Unlock:

Chapter 4—Upon returning to present time

Prerequisite:

None



Handfuls of chocolate bonbons x3 and 750G

Your client for this task is a Grimalkin girl in the northeast corner of the park in Ding Dong Dell's northern area. She's lost her enthusiasm for learning, but you should have extra enthusiasm in your Locket already from an enthusiastic balcony dweller in the northern part of Hamelin. (If not, Travel back there and use your Take Heart spell to get it now.) Cast Give Heart to cure your client and earn your prize.



Task 016—Strength to Soldier On

Unlock:

Chapter 4—Upon returning to present time

Prerequisite:

None

Reward: 🔬 🏵

Blunt gem and 300G

One of the Ding Dong Dell palace guards (located at the northern exit to the northern area) has lost his will to fight. There are two tasks that require courage and only one donor available when this task unlocks, but there's a nice symmetry in using that piece of courage here, since the donor is this guy's Al Mamoon counterpart—a palace guard standing in basically the same spot. Use your Take Heart and Give Heart spells to transfer the courage from one guard to the other.



Task 017—A Suspicious Mind

Unlock:

Chapter 4—Upon returning to present time

Prerequisite:

None

Reward: () ()

Frosty flans x3 and 750G

Back in Al Mamoon, a man walking outside of the Swift Solutions building is paralyzed with fear that his girlfriend is cheating. That sure sounds like a crisis of belief. There are multiple sources of belief available, but let's turn to a true believer in the Fairyground for this one. You can find him right outside the Hootique; extract his extra belief with the Take Heart spell, then Travel back to Al Mamoon and cast the Give Heart spell to share the wealth.



Task 018-...Where the Heart Isn't

Chapter 4—Upon returning to present time

Prerequisite:

None

Reward: ()

Rise and Shine gem and 750G

In Castaway Cove, your client awaits at the north end of the bridge near the docks. He's lost his belief in his neighbors, and your Take Heart and Give Heart spells are the only possible cure. There are multiple belief donors available when this task unlocks: Let's use the one near the southern entrance of the northern section of Ding Dong Dell. Her faith is more than powerful enough to restore the broken heart of the man in Castaway Cove.



Task 019—With Friends Like These

Unlock:

Chapter 5-After acquiring Kublai's map

Prerequisite:

Task 015

Reward: 🚱 🚱 🚱

Cheeseburgers x3 and 1,000G

In the northern part of Ding Dong Dell, the Grimalkin girl outside of the passage that leads to the small park is suffering from an acute lack of kindness. If you've been keeping up on the heart piece tasks, there won't be any kindness heart pieces available at the time this task is unlocked, so you'll need to return here after finding one in the city of Yule.



Task 020—A Shivering Wreck

Chapter 5-Upon arrival at Yule

Prerequisite:

None

Reward: (4) (4) (4)

Snow-white ice creams x3 and 1.000G

The man in the round house in the northeast part of Yule just can't bring himself to face the cold weather outside. Use your Give Heart spell to give him the final restraint piece of heart, which you've probably been lugging around for hours now. (If you missed it, try looking for it in Al Mamoon or Hamelin.)





4

Unlock:

Chapter 5—After acquiring Kublai's map

Prerequisite:

None

Breeze cakes x3 and 1,000G

A brokenhearted Grimalkin guy wandering along the east wall in the northern part of Ding Dong Dell needs a shot of confidence, stat. You can get the confidence he needs by casting your Take Heart spell on the old woman selling purple fruit on the street west of the entrance to Ding Dong Dell. Give that to your client with the Give Heart spell to earn a trio of breeze cakes and, as a bonus, the recipe for a jumbo stardrop.

Task 021—A Tail of Woe



Task 022—Artist's Block

Unlock:

Chapter 5-After acquiring Kublai's map

Prerequisite:

None

Reward: ()

Phoenix tear and 1,000G

The artist in the Al Mamoon Cat's Cradle inn has lost confidence in his talent. To find the needed piece of heart, look no further than the textiles merchant outside of Al Mamoon's Hootique. Use your Take Heart spell to collect the piece and your Give Heart spell to transfer it back to the artist.



Task 023—Comedy Gold

Unlock:

Chapter 5-After acquiring Kublai's map

Prerequisite:

None

Reward: (4) (4) (4)

Slices of game pie x3 and 1,000G

A tiny fairy standing on the counter of a kiosk between the Fairyground's Cat's Cradle inn and Swift Solutions has lost—you guessed it—his confidence. Sadly, tasks 021, 022, and 024 use up all the available confidence at the point at which this task is unlocked, so you may need to come back to finish this one after finding an extra shot of confidence in the city of Yule.



Task 024—A Crisis of Confidence

Unlock

Chapter 5—After acquiring Kublai's map

Prerequisite:

Task 014

Reward: 🍪 🏵 🏵

Sage's secret and 1,000G

On the wide street in the northern part of Hamelin, a researcher in one of the ground-floor balconies is in desperate need of confidence. Fortunately, you can use the Take Heart and Give Heart spells to get all the confidence you need from a customer in Hamelin's own Swift Solutions shop.



Task 025—Big Babana Love

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

None

Reward: (2) (2) (2) (2) (3)

Slices of golden pie x2 and 500G

The most loveless man in Al Mamoon is standing in front of the Cawtermaster's store near the city entrance. There isn't any love available in Al Mamoon, so bring a dose from Perdida; one is held by a woman speaking to a child near the pot outside of Anciana's house. Use the Take Heart spell to get it from her and the Give Heart spell to bring it to the poor guy in Al Mamoon.



Task 026—Unrequited Love

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

None

Reward: (4) (4) (4) (4)

Fruit flan and 1,500G

On Castaway Cove's northern platform, a woman with a basket on her head has lost her love for her spouse. You can get the extra love you need right here in Castaway Cove, from a boy sitting on the edge of the platform near the merchant's stall. Extract his love with the Take Heart spell and give it to the troubled wife with the Give Heart spell.



Task 027—A Woman's Best Friend

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

None

TOTIC

In Hamelin, a woman is walking a brokenhearted dog just outside of the Cawtermaster's store. To find some extra love for the dog, continue down the stairs to the main road in the northern part of the city, where an elderly couple is talking on the tracks. Speak to the large, pink-clad woman and use your Take Heart spell to extract her love. Return to your canine

client and cure his malady with the Give Heart spell. Now who's

a good boy?



Task 028—Cold as ice

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

None

Reward: 🚱 🚱 🥸 🥸

Handfuls of snowdrop bonbons x3 and 1,500G

The man outside of Yule's southwest igloo has grown cold to his assembled family. Fortunately, you can find the love he lacks right here in Yule, from a young child talking to a tomte outside of the Cat's Cradle inn. Use your Take Heart spell to harvest that love and bring it to your nearby client, mending his soul with the Give Heart spell.





Task 029—Mamooni Idol

Unlock:

Chapter 6-After curing Philip in Motorville

Prerequisite:

None

Reward: () () () ()

Patty cakes x3 and 1,500G

A woman in the northern part of Al Mamoon, just south of the Raj Mahal, lacks the ambition she needs to become a star. Find some ambition from a mustached man with a gray turban at the entrance to the city. Use your Take Heart spell to claim it from the donor, and transfer it to your client with the Give Heart spell.

What is this sensation? It is as if a weight has been my soul! I must sing! I must

Task 031—The March of Progress

Unlock:

Chapter 6-After curing Philip in Motorville

Prerequisite:

Task 024

Reward: 🚱 🏵 🥸 🏵

Whirly Whirlies gem and 1,500G

The researcher in the balcony in the southern part of Hamelin's main street needs help again. As you may have guessed, this time it's ambition. Find an ambitious fairy in the Fairyground to use as a target for your Take Heart spell, bring that sweet ambition back to Hamelin, and cast Give Heart to save his latest research project.



Task 030—What Fishermen Want

Unlock:

Chapter 6—After curing Philip in Motorville

Prerequisite:

Task 006

Reward: (4) (4) (4) (4) (4)

Sprite dew and 1,500G

A man standing near the docks in the eastern part of Castaway Cove has lost his ambition. You can find an unlikely donor in the form of a young boy who's playing near the entrance to the local Cat's Cradle. Cast Take Heart on him, then return to your client to mend his broken heart with the Give Heart spell.



Task 032—Llapacking It In

Unlock:

Chapter 6—After curing Philip in Motorville

Prerequisite:

None

Reward: (A) (A) (A) (A) (A)

All-be-gones x2 and 1,500G

The young shepherd tending to the llapaca east of Perdida's entrance could use a little ambition in his life. Use your Take Heart spell to get some from a young girl in the northeast corner of Khulan's courtyard, and bring that back to the boy. Use your Give Heart spell to put his heart right again.



Task 033—A Half-Hearted Hubby

Unlock:

Chapter 2-Upon arrival at Al Mamoon

Prerequisite:

None



Blindness-be-gones x3 and 100G

The man at the corner between the Al Mamoon Hootique and Rashaad's babana stand needs a shot of enthusiasm. If you remembered to bring some from Ding Dong Dell, you can cure him now and save the one enthusiasm-bearer in Al Mamoon (who is a few steps to the east) for Task 048.



Task 034—A Heartless Wife

Unlock:

Chapter 2-After curing the Cowlipha

Prerequisite:

Task 033

Reward: @ @

Carrot cakes x3 and 200G

There's a couple arguing on the north platform of Castaway Cove, and with the wife devoid of kindness, it ain't gonna end well. Accept the errand, then pick up some extra kindness from the woman with the basket full of yellow fruit on the upper platform at the opposite end of the waterway.



Task 035—A Weak-Hearted Hubby

Unlock:

Chapter 3-After leaving Teeheeti

Prerequisite:

Task 034



Cheeseburgers x2 and 300G

At the Fairyground, speak to the man with the backpack standing near the path to the Fairy Godmother. His is a textbook case of courage-related brokenheartedness, and the cure is waiting right in town. Head south to the kiosk with the giant octopus, and ask one of the customers if you can borrow his menu-challenging courage. Extract it with the Take Heart spell and then give it to the cowardly merchant with the Give Heart spell.



Task 036—A Hearty Appetite

Jnlock:

Chapter 4-Upon arrival at Hamelin

Prerequisite:

Task 035

ask obb



Soft scoop ice creams x3 and 500G

Those couple of traveling merchants arguing at the railing that overlooks the lower part of town. The wife seems to be short on restraint, but luckily for her there's a veritable fountain of restraint only a few steps away: the man in the green vest who's almost directly behind the feuding wife. Use Take Heart to borrow a bit of his restraint and Give Heart to transfer it to the wife.





Task 037—A Mean-Hearted Hubby

Unlock:

Chapter 5-Upon arrival at Yule

Prerequisite:

Task 036

Reward: (4) (4) (4)

Sprite dew and 1,000G

That traveling pair of merchants is still having trouble keeping their hearts intact. This time you'll find them in the northwest corner of Yule, and it's the husband who's become brokenhearted. He needs the lone belief piece of heart that's available in town, which is held by a tomte just outside of the local Swift Solutions. Use the Take Heart spell to help yourself to a piece, and transfer it to the husband with your Give Heart spell.

You cured me again, didn't you? Thank you so much. I'd better go and apologize to everybody here in town...

Task 038—A Down-Hearted Wife

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

Task 037

Reward: (4) (4) (4) (4) (4)

Tonic and 1,000G

The merchant couple has made it to Perdida and are arguing outside Anciana's home in the western part of town. This time, the wife is having a crisis of confidence, which you can easily cure without leaving the city. The most confident woman in town is the one carrying a plate of cookies and walking up and down the road between Anciana's house and Swift Solutions. Use Take Heart to get a bit of that confidence, and then heal your client with the Give Heart spell.



Task 039—A Cold-Hearted Hubby

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

Task 038

Nostrum and 1,500G

After you complete Task 038, the feuding merchants make their way to Ding Dong Dell, and, as always, someone manages to lose a piece of heart along the way. This time it's the husband who needs love, and you'll need to run to the northern part of the city to find some. Cast your Take Heart spell on the artist-type guy hanging out on the steps, and use your Give Heart spell to give that love back to the merchant husband.



Task 040-A Change of Heart

Unlock:

Chapter 6—After curing Philip in Motorville

Prerequisite:

Task 039

Reward: (4) (4) (4) (4) (4)

Healing Rain gem and 1,500G

The wife in the ever-feuding merchant couple is struggling with a lack of ambition at the entrance to Ding Dong Dell. No one in the city has ambition to spare, but there are two pieces available in the Fairyground, so you can use the Take Heart spell to collect what you need there. Use the Give Heart spell to give it to the wife and finally restore this star-crossed couple to full-heartedness for good! As an added bonus (and really, you deserve one after helping these guys so many times), they throw in a book of alchemy formulae.



Other Errands

Task 041—A Safe Hiding Place

Unlock:

Chapter I-During your first visit to Ding Dong Dell

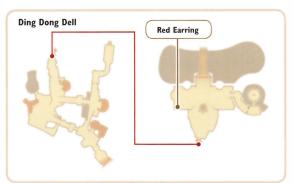
Prerequisite:

None

Reward: @ @

Leafy mantle and 50G

Talk to the Grimalkin woman near the Hootique. She asks you to find a red earring in one of the pots in town. The pot with the earring appears in the northern region of town, in the park to the west of the fountain.







Task 042—A Splash of Color

Unlock:

Chapter I-During your first visit to Ding Dong Dell

Prerequisite:

None

Reward: 🚇 🚱

Wooden shield and 50G

Talk to the Grimalkin woman in the northern alley that connects the east and west parts of Ding Dong Dell. She wants two each of the plainswort and springwater items that you can forage from the twinkling points just outside of town. These twinkling spots regenerate quickly, so you can visit them again to get the second item after just a few minutes.



Task 043—Hide and Seek

Unlock:

Chapter I-During your first visit to Ding Dong Dell

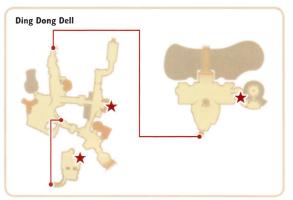
Prerequisite:

None

Reward: 🔬 🏵

Slices of sweetie pie x3 and 50G

Talk to the woman standing outside of the house southeast of the Ding Dong Dell Swift Solutions. She asks you to find her three sons and tell them to come home. Each is wounded and will need a blast from Oliver's Healing Touch spell before they'll comply. You'll find the first hanging out in the Cawtermaster's store. Take the stairs north of the mother to the rooftop garden to find and heal the second boy. The third boy is in the northern part of the map, in the tunnel that leads to the park with the waterfall. After you've healed them all, talk to their mom to claim your reward.













Task 044—Forest Folk

Unlock:

Chapter I-After defeating Hickory Dock in Ding Dong Well

Prerequisite:

None

Reward: () ()

Bottles of iced coffee x3 and 50G

Half the challenge of this errand is finding the task-giver, who lives outside of any major settlement. Leave Ding Dong Dell and travel through the valley to the east. In the hidden forest glade at the eastern rim of the Northern Summerlands area, you'll find a small encampment with a boy who's tired of his home being attacked by rhinobores. Accept the task and leave the area, and you'll see the five rhinobores he's talking about on the world map. At the point at which you unlock this task, you should already be plenty strong enough to beat them, but for an added edge, circle behind the slow-moving creatures to start the battle with a free turn.



Task 045—A Lover's Lunch Basket

Unlock:

Chapter 2-Upon arrival at Al Mamoon

Prerequisite:

None

Reward: @ @ @

Glowcaps x3 and 200G

In Al Mamoon, a woman standing north of Rashaad's babana stand wants you to deliver lunch to her husband. Unfortunately, her husband works all the way over in Golden Grove. Once you and Rashaad have parted ways, head back to the grove and hop down the mushroom stairway past the waystone. Head straight east from there, passing the passages to the north and south to find him. The husband gives you a message for his wife and sends you back to Al Mamoon.



Task 046—Bothersome Boneheads

Unlock:

Chapter 2-Upon arrival at Al Mamoon

Prerequisite:

None

Reward: 🚇 🚇 🥨

Bone sword and 200G

North of the Al Mamoon babana stand, a hefty middle-aged woman is having problems that can only be solved by Oliver's team hunting down and defeating 10 of the bonehead creatures that are meandering around outside of town. This task offers a fine opportunity to earn some experience for your team and collect a nice reward.



Task 047—A Boy and His Birds

Unlock:

Chapter 2-After curing the Cowlipha

Prerequisite:

None

Reward: 🚇 🚇

Phoenix feathers x2 and 400G

In Al Mamoon, a boy with a green vest and orange shirt is hanging out near the entrance to town. Three of his pigeons have failed to return, and he needs you to find them for him. To find them, search for flocks of pigeons and use your Nature's Tongue spell to speak to any who stay behind when the others fly away. You'll find one pigeon by the southern fountain outside of the inn, and another by the east milk fountain in the northern part of town. The third pigeon is a little tricky: It has somehow found its way to a windowsill inside of the Al Mamoon Hootique. Once you've spoken to each pigeon and convinced it to return to its master, speak to the boy to claim your reward.









Task 048—The King of Curries

Unlock:

Chapter 2-After Esther and Rashaad join your party

Prerequisite:

None

Reward: @ @ @ @

Bowls of tikka mahala x5 and 200G

Raj, the owner of the Raj Mahal curry stand in the northeast part of Al Mamoon needs ingredients for an ancient recipe. The tender beef and fluffy rice are no big deal; they can both be purchased at the local Hootique. To get the spice, head down towards Swift Solutions and speak to the Sheikh of Spices (the guy with the yellow turban), who is standing outside of the shop. Give him a shot of enthusiasm (taken from an Al Mamooni pedestrian near the babana stand) to complete Task 003 for the spice-maker. His enthusiasm restored, the Sheikh od Spices will present you with his own list of ingredients: spicy seeds (which can be foraged from three foraging points in the Smoky Mountains' foothills to the southwest) and a turmeric root (which is dropped by an enemy known as a lumberwood). To make the lumberwood appear, you need to go to Swift Solutions and sign up for bounty hunt task 088. Bring all the ingredients back to the Sheikh of Spices, and he'll make your spices. Bring the spices, the beef, and the rice back to Raj at the Raj Mahal curry stand to complete the task. In addition to the task rewards, he'll throw in a free sample and allow you to buy more tikka mahala curry at his curry stand whenever you like.





Task 049—A Snazzier Swimsuit

Unlock:

Chapter 2-Upon arrival at Castaway Cove

Prerequisite:

None

Reward: 🔬 🤬 🏵

Wildflower sundaes x4 and 400G

Talk to the woman with the orange beanie and purple sash hanging out near the entrance to Castaway Cove. She needs three rainbow leaves for a swimsuit design, and the only way to get them is from the floret creatures that are wandering in the Shimmering Sands. The trick to getting the rainbow leaves is defeating the florets with Frostbite spells; as the client says, they need to be frozen immediately for the leaf to be preserved.



Task 050—The Concerned Crab

Unlock:

Chapter 2-After curing the Cowlipha

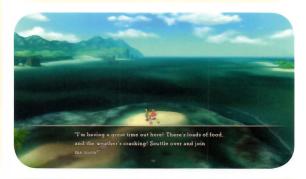
Prerequisite:

None

Reward: 🚇 🚇 🤮

Cups of strong coffee x3 and 400G

In Castaway Cove, use your Nature's Tongue to talk to the blue crab at the end of the second dock. The crab is looking for his friend, who was swept out to an island southeast of Castaway Cove. Once you get the ship, sail east to Robinson Island, the slim sandbar shaped like a tilted H that's surrounded by coral reefs. The missing crab can be found at its northeast tip. Use Nature's Tongue to speak to it, and then relay its message back to its friend in Castaway Cove.



Task 051—A Comedy of Errors

Unlock:

Chapter 3-After leaving Teeheeti

Prerequisite:

None

Reward: 🍪 🍪 🍪

Dryad's spear and 700G

A fairy in the southeast corner of the Fairyground has lost three slapsticks to the wishing whambat creatures that frequent the beach area outside of town. The catch is that they only drop slapsticks if they have the blinded status condition when they are defeated in combat. Your best options for blinding foes are using the Razzle Dazzle trick (known by sprout sprite, sunshine, and tu-whit familiars, among others) or the Sand Blast trick (known by mite, jabber, and green buncher familiars, to name a few). Note that even if you do everything right, getting the drop still isn't a sure thing, and it may take a few fights before you can collect all three and return for your reward.



4

Unlock:

Chapter 3-After leaving Teeheeti

Prerequisite:

None

Reward: () ()

Handfuls of chocolate bonbons x2, babana flan x2, and 700G

Task 052—A Big Splash

A small fairy at the corner across from the Fairyground's Swift Solutions needs you to collect ingredients for a cold medication. The ingredients are all fairly common: one each of booster shoots, slumbernot leaves, and springwater. The booster shoots and spring water are both widely available at twinkling forage points in the Rolling Hills region, while slumbernot leaves can be found at a forage point just outside of Castaway Cove (and can also be stolen from the same wishing whambats that are your quarry for Task 051). You may well have all of the items you need in your inventory already.



Task 053—Boars in the Bushes

Unlock:

Chapter 3-After defeating the Royal Jelly in Mummy's Tummy

Prerequisite:

None

Reward: (2) (2) (3) (4) (4) (5) (6)

Pointy hat and 700G

The client for this task is in the Golden Grove, so you may need to do a bit of traveling to reach him. If you don't yet have the Travel spell, you can sail northwest from Teeheeti to a beach just east of Golden Grove, which makes it fairly easy to reach the area (although you'll be entering it from the wrong side). You'll find the client at the pool in the southern part of the area, and he'll ask you to hunt down a trio of hyperboars who are eating all of the grove's mushrooms. Head back to the central crossroads of the Golden Grove to battle the first hyperboar and his two crashing boar companions. All of these foes are weak to fire-type attacks, so arrange your party accordingly! Each boar has 500-600 HP, so these won't be easy fights, but they should be winnable at the point in which the task unlocks. If you take a beating, make sure to hit the waystone before you tackle the remaining two hyperboars. Head east and then north to find the next one, and then continue north after beating him to find the third. The third battle features three crashing boars instead of two, so save plenty of MP for area-effect tricks like Hot Huff and Cut Loose. Then head back to the client, but make sure to visit the waystone on the way, as the client has himself run afoul of a full boar (the most

Task 053 (continued)

powerful kind of boar, which is weak to water instead of fire), so there's one more four-boar battle you'll need to clear before you can claim your hard-earned reward.





Task 054—A Flower in the Fug

Unlock:

Chapter 4-Upon arrival at Hamelin

Prerequisite:

None

Reward: () () () ()

Purifying Pulse gem and 1,000G

In the northern part of Hamelin, two people are talking on a ground-floor balcony on the east side of the street. When you speak to one of them, she complains that she hasn't been able to make her potted flower bloom. Examine the tiny pot on the balcony railing and use your Quicken Growth spell when prompted. When that doesn't quite do the trick, Drippy suggests you enlist a sun-like familiar—that could only be the sunshine familiar that is found exclusively in the Shimmering Sands area outside of Al Mamoon. (Note that a grandsun or any other metamorphose of a sunshine won't do the trick.) Recruit one and bring it with you when you speak to the woman again to complete this task.



Task 055—Making Medicine

Unlock:

Chapter 4-Upon arrival at Hamelin

Prerequisite:

Task 010

Reward: () () () ()

Cappuccinos x2 and 1,000G

After you complete task 010, the same client asks for your help with another task. This time he needs an important item known as feel-good fungus in order to complete an important recipe, and he points you to the forest glade west of Hamelin. The hidden forest glade shouldn't be hard to spot; there's only one sizable thicket of trees on this part of the continent, and it's west by southwest from Hamelin's entrance. Inside, you won't find any wild mushrooms, but you will find a native who's willing to fetch one for you. Her price: one carrot cake. If you don't have one on you, you can use your cauldron to make one out of a normal cake and three crunchy carrots (both ingredients can be purchased at a Hootique, including the one in Hamelin). Bring the fungus back to claim your reward and unlock the third errand in this series, Task 056.



Task 056—Pesky Pirates

Unlock:

Chapter 4-Upon arrival at Hamelin

Prerequisite:

Task 055

Reward: (2) (2) (2) (2) (3) (4) (4) (5) (6) (7)

Pirate's cutlass and 1,000G

Thanks to your completing Tasks 010 and 055, the client outside of Hamelin's Black Market has finally completed his medicine. Now the problem is the delivery; pirates have made the Hamelin-Castaway Cove route excessively dangerous, and you'll need to wipe them out by sinking four pirate ships. Sail southwest to Castaway Cove, and you should see a flotilla of pirate ships near the Shipwreck Shore. Attack them each in turn, as you would a normal foe, maneuvering to attack from behind when possible. (Since their ships aren't very maneuverable, back attacks are very easy to pull off.) Each of the first three ships is helmed by three or four zomboatswains, who have 1,128 HP each and no particular weaknesses or resistances. Once you've bested all three, the fourth ship appears. This one has a crew of four zomboatswains led by a cap'n zombo with 1,450 HP, so it's a pretty tough fight. If you're still aching from the previous battles, hit the Cat's Cradle inn at Castaway Cove first.





Task 057—The Mechanic's Lament

Unlock:

Chapter 5-After acquiring Kublai's map

Prerequisite:

None

Reward: @ @ @ @

Stout armor and 1,500G

The pirate in the northern part of the Skull Mountain cave is struggling with some mechanical repairs. Oliver thinks he knows just the man to help: Myrtle's dad, Rusty, back in Motorville. Collect the parts from the client and cast Gateway to return to Motorville. Travel to the road that runs along the southern edge of the city, then travel west to find Rusty's garage. You'll find him inside, and he happily helps with the repairs. Use Gateway to return to Skull Mountain and bring the repaired parts to your client. In addition to your reward, the grateful pirate throws in the formula for making jumbo moondrops.



Task 058—The Sky Pirate's Charm

Unlock:

Chapter 5-After acquiring Kublai's map

Prerequisite:

None

The pirate near the waystone in Skull Mountain has lost the gustplume that he treasures as a lucky charm. Don't waste a lot of time looking for it: Just go outside and hunt for a major byrde in the wilds outside of Skull Mountain. Major byrdes have a small chance of dropping one and offer Swaine a solid 20 percent chance of stealing one. The client suggests you try to

percent chance of stealing one. The client suggests you try to get one from a beachhead, but that would take a whole lot longer, since they have only a 5 percent chance of dropping one and it's not one of their stealable items. The major byrde offers the best odds you'll find anywhere nearby.





Task 059—Moving On

Unlock:

Chapter 5-Upon arrival at Yule

Prerequisite:

None

Snowblower gem and 1,500G

Make your way to Sleety Hollow, the cave southeast of Yule by having Tengri drop you off at the icy bank along the ocean and then hiking north up a thin valley to reach the entrance at the end. Inside, you'll find a ghost girl whom you can speak to only with the Spirit Medium spell. Her one companion in this cold, dark cave is a level-30 jabberguppy, and her request is that you take it with you, raise it up to level 40, and then return it. (You will have to give it a slot in your active party, but you're free to use it in combat, and it's actually a pretty decent familiar.) When you do hit level 40 and bring it back, your client asks you to keep it for good, and even teaches you a new formula so you can alchemically conjure up a jumbo planetdrop.



Task 060—A Hot New Look

Unlock

Chapter 5-Upon arrival at Yule

Prerequisite:

Task 049

Reward: (4) (4) (4) (4) (4)

Sarsaparilla sundaes x2, snow-white ice cream x2, and 2,000G

A woman wandering between Yule's Cat's Cradle inn and Swift Solutions wants a snazzy swimsuit to get her through the winter. Teleport to Castaway Cove and speak to the bikini maker you helped in Task 049, the one with the pink bandanna who walks along the southern boardwalk. She tells you that her last swimsuit was stolen by a seagull who flew away with it to the west. Grab your ship/dragon and sail/soar to the nearest island west of Castaway Cove. Make your way to the northern tip of the island, where a tiny white seagull is standing. Use your Nature's Tongue spell to speak to it, and it agrees to hand over the swimsuit. Teleport that back to your client in Yule to complete the task.





Task 061—Yule Have to Search

Unlock:

Chapter 5-After defeating Cerboreas in the Glittering Grotto

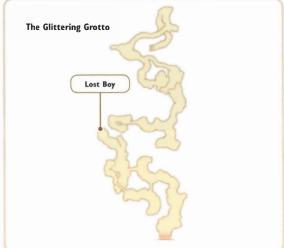
Prerequisite:

None

Reward: @ @ @ @ @

Medal of valor and 2,000G

The tomte woman in the center of Yule's frozen lake has lost her child and needs your help finding him. Her first suspect is some human in the northern part of town, so interview the little boy just inside of the north exit. He points you to the Glittering Grotto, specifically the northwest corner of the ground floor's first area, just before where you stepped on that spire that shattered after you leapt across. When you reach the child, he's under attack from a water ogrrr and three turban legends, so be ready to meet them with your blazing sword and water-resistant armor. This is a tough fight, but if you have full MP and HP, you can afford to go hog-wild with tricks like Slash 'n' Burn to pick off the turban legends before they can do too much damage. After clearing the battlefield, talk to the tomte child and you'll automatically warp back to his grateful mother.









*	310 WATER OGRRR				
A COURT	SIGN	HP	WEAKNESS	RESISTS	
200	- Ô-	2,340	Fire	Water	

Task 062—Out of This World

Unlock:

Chapter 6-After empowering the Mornstar wand

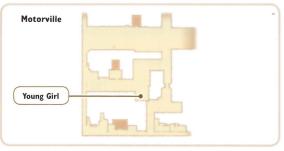
Prerequisite:

None

Reward: (4) (4) (4) (4) (4) (4)

Carnation cakes x2, wildflower sundaes x4, and 2,500G

A young girl looking at the flowers outside of Perdida's Swift Solutions had a dream about her other-world self and wants you to find her counterpart in Motorville. Cast Gateway to return to your world, and then travel south from your arrival point. Turn to the west before you cross through the archway, and then continue south to find her at the small park where Pea gave you your first wand. Talk to the girl, then examine her dry flowers and select the Rejuvenate spell to return them to health. Speak to the child again, and she gives you a hometown flower that you can bring back to your client in Perdida.





Task 063—Beating a Bad Back

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

None

Reward: (4) (4) (4) (4) (4) (4) (4)

Tonic and 2,500G

An old man in the central part of Perdida, near the entrance to Swift Solutions, needs a cold compress for his back. Travel to Yule and speak to the giant tomte near the town's merchant. The tomte is happy to share his cold compresses but wants a favor out of you while he prepares them. He wants you to track down and kill five manglerfish outside of town, and specifically to do it with a blazing blade sold by the merchant behind him. You probably already have a blazing blade, so equip it and get hunting. The manglerfish are the large anglerfish-like creatures that appear randomly outside of town. They aren't especially common, so if you go outside and don't see any in the immediate area, return to Yule to reset the enemy placements and try again. Your blazing blade-wielder needn't kill them personally; you'll get credit for the kill whether he gets in a hit or not. Once you've racked up five kills, return to the tomte to get your cold compress and use the Travel spell to deliver that to your client in Perdida.





Task 064—The Hungry Llapaca

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

None

Reward: (4) (4) (4) (4) (4) (4)

Leech gem and 2,500G

Use your Nature's Tongue spell to talk to the llapaca in the southeast corner of Perdida, right by the entrance to town. It's tired of its usual feed and wants to try something a little more exotic. It requests new foods one by one, and you must Travel to the town that's famous for that food, buy one at the local Hootique, and then Travel back for your next assignment. (Of course, you can skip all those steps if you already have the item on hand, which is pretty likely for the first few.) The items it wants are a babana from Al Mamoon, a glowshrimp from Castaway Cove, a black truffle from Hamelin, and a snow radish from Yule. As an added bonus, your llapaca client will throw in the formulae for the highest tier of familiar treats.





Task 065—The Cat's Whiskers

Trigger:

Chapter 7—After sanctification of Ding Dong Dell

Prerequisite:

None

Radiant blade and 3.000G

Your client for this task is the Ding Dong Dell gate guard from whom you extracted enthusiasm at the very start of the game. Meet him at the entrance to the city, where he explains how he lost his Cat's Whiskers to some sort of thieving creature. The only clue is the footprints in front of him, which you can follow right outside of the city and onto the world map, where they'll eventually lead you to the culprit. (If it's ever unclear which direction the footprints are pointing, just examine them and the text will tell you.) But there's a trick here; there are actually three different sets of footprints, each leading to a different creature. You need to make sure you're always following the ones with the webbed, three-prong shape that you saw near the guard. (Following the footsteps to the wrong creature will result in a fairly tough battle that wins you nothing.) Telling which set is which can be tough since they're so tiny on the world map; the correct set leads you west and slightly north from Ding Dong Dell, and has you cross the river canyon to fight a bearded, fan-wielding creature known as an igneous supremus on the other side. It isn't too powerful, but it has a lot of hit points and high defense scores. Use your familiars with elemental-based tricks to blast it with water-type attacks, and when it finally drops, you'll find the guard's Cat's Whiskers.







-	327	IGNEC	US SUPRE	MUS
	SIGN	HP	WEAKNESS	RESISTS
***	- o-	8,045	Storm	Physical

Task 066—The Artist's Muse

Unlock:

Chapter 7-After sanctification of Al Mamoon

Prerequisite:

Task 022

Reward: () () () () ()

Shield of the pure and 3,000G

If you've completed his previous errand (Task 022), the artist hanging out in the Al Mamoon Cat's Cradle will ask you to help

Task 066 (continued)

him round up another model. This time he's looking for a young forest-dwelling woman with short hair and a necklace. Specific enough for you? He's pretty sure someone like this can be found in one of the game's hidden forest glades, and he's right: She's in the forest glade on Turtle Crag. That's the island north of the Hermit's Shell and south of the Winter Wonderlands. It's a U-shaped island, and you'll find the forest glade at the northern tip of the right side of the U. Talk to the tomboyish girl wandering through the woods, and tell her of the offer. She'll accept, and you'll be warped right back to the Cat's Cradle, where you can speak to the artist to claim your reward.





Task 067—Curry in a Hurry

Unlock:

Chapter 7—After sanctification of Hamelin

Prerequisite:

Task 048

Bowls of tikka mahala x20 and 3,000G

In this task, Taj (of the Taj Mahal curry stand) east of Al Mamoon's milk fountains is looking for someone to make some quick deliveries for him. For each delivery, you'll need to pick up the curry from Taj rush it to the customer (okay, the game doesn't actually care how long it takes), and then return to the merchant for your next assignment. In order, the customers are the Sheik of Spices outside of Swift Solutions in Al Mamoon, the mayor in the dock area of Castaway Cove, the owner of Hamelin's Black Market, the skeleton bartender in the Tombstone Trail casino, and a forest dweller in the forest glade in the western valley of the Rolling Hills, west of the river gorge. You can use the Travel spell to reach most of the customers but must have Tengri fly you to the final one.











Task 068—Wakey, Wakey

Unlock:

Chapter 7-After sanctification of Hamelin

Prerequisite:

None

Dragon lance and 3,000G

In Hamelin, a man wandering outside of Swift Solutions is having a problem with oversleeping. He asks for your help finding a solution, but it will take a couple of tries before you find something that works. First, bring him a sleep-be-gone, which can be purchased in any store. When that doesn't work, bring him a cappuccino-you can buy one in Yule or Perdida. When that doesn't work either, it's time to bring out the big guns: a familiar that knows the Rise and Shine trick. If you don't already have a familiar who knows it, you can use a Rise and Shine gem to teach it to anyone with an open trick slot (Rise and Shine is a colorless gem). Alternatively, you could capture a turbandit in the Shimmering Sands (it learns Rise and Shine at level 7) or a bubbud in Ding Dong Well (which learns Rise and Shine at level 5). Place the appropriate familiar in your party's lineup and go talk to the man one last time to cure his malady and claim your reward.



Task 069—The Runaway Fairies

Unlock:

Chapter 7-After completing the game

Prerequisite:

Task 053

Kaleidostones x2 and 5,000G

If you've completed task 053, your fairy client will be right where you left him, near the Spring of Life at the southern entrance of the Golden Grove. He's had



you pacify the Golden Grove to make it safe for fairies, but the runaway fairies have yet to return. Your mission is to find them and spread the word, but your client's knowledge of where the fairies have gone is a tad hazy. He'll give you a vague hint as to the location of each fairy, and then when you find that fairy you'll automatically return to your client to get the next hint. The locations of the five fairies are:

 On the world map on the path leading up to Skull Mountain, behind the flag second-nearest to the entrance

Task 069 (continued)

- In a small cell against the western wall of the Vault of Tears, near the magic seal that returned you to your human forms
- 3. In front of Philip's workshop in Motorville, which is directly south of where you arrive when you cast the Gateway spell
- 4. By the skeleton in the hidden mine area in the mountains east of Hamelin, which can only be reached with Tengri
- Talking to the forest dweller in the hidden forest glade at the center of Jack Frost's Playground (the island southeast of the Winter Wonderlands)

In addition to your reward, your client will teach you two new formulae.





















Task 070—The Greatest Treasure

Unlock:

Chapter 7—After completing the main story

Prerequisite:

None

Evil eyes x2 and 5,000G



A boy near the merchant's stall in Castaway Cove has found a treasure map pointing to the seven overworld areas with mysterious stone markers. The map is in bad shape, so to figure out the seven locations, you'll need to speak to the other residents of Castaway Cove, who appear as flashing blue dots on the area map. (But you don't actually need to speak to them, as long as you remember where you've seen the stone markers on your past journeys.) Visit each marker in whatever order you like, and read the text on them, taking note of the two Nazcaan characters at the end. The markers can be found on the world map in the following areas:

Tiny Tim-The northern of the two islands southwest of the Winter Wonderlands, beneath the icy ridge

No Longer Mine-The island south of Hamelin, on its western coast

Shipwreck Shore—The area with the Vault of Tears, at its northeast end

Swan Island—The largest island in the chain of islands northeast of the Summerlands and northwest of Autumnia, on its eastern shore

The Barrens—The area on the west coast of the Summerlands, south of where you dock to go to Skull Mountain

Billy Goat's Bluff-At the end of the long Autumnia trail that begins at the continent's western beach (northwest of Perdida)

Bungler's Bay-The island southwest of Castaway Cove

Talk to your client, who will help you decipher the Nazcaan code using the last two characters from each marker. The characters represent a letter and a number that indicates in what order the letters should be placed to create a word. If you decipher it correctly it will spell Kublai3 (Kublai Khan the Third). Teleport over to the Iron Wyvern and speak with Kublai. He points you to a forested island that must be reached by air, which can only be the Broken Crown in the northeast corner of the world. Have Tengri fly you there, and cast Rejuvenate on the final marker to reveal the ultimate "treasure." At least when you return to your client, you'll get a few new formulae in addition to your reward.



















Task 071—Desert Creatures

Unlock:

Chapter 2—After completing Temple of Trials

Prerequisite:

Reward: (A) (A) (A) (A)

Stardrop, moondrop, and 500G

After you complete the Temple of Trials, Derwin, the creature researcher, in the section of town outside of the inn asks for your help with his familiar research. Specifically, he wants to see green buncher and turbandit familiars, both of which can be found in the desert outside of town. It may take several tries before you're able to catch them, but the rewards are worth the trouble. Note that both familiars have to be in your party or your reserves to complete the task.



Task 072—Mechanical Creatures

Unlock:

Chapter 4-Upon arrival at Hamelin

Prerequisite:

Task 071

Reward: (2) (2) (2) (2)

Sundrops x2, planetdrops x2 and 2,000G

Derwin, the creature researcher you last met in Al Mamoon is hanging out in front of the Cat's Cradle. This time, he wants your help researching a trio of mechanical creatures: a tin-man, a sprog cog, and a dinketydank. All three can be found in the immediate area, so getting into fights with them won't be difficult. However, the odds that they'll want to join you afterwards are a low 6 percent, 8 percent, and 8 percent, respectively, so you'll likely have to fight dozens of each foe before you finally land a recruitment opportunity. Once you've bagged them all, add them to your party (or your reserves) and bring them back to Derwin to collect your reward.



Task 073—Snow-Loving Creatures

Unlock:

Chapter 5-Upon arrival at Yule

Prerequisite:

Task 077







Jumbo sundrop, jumbo stardrop, and 3,000G

If you've completed his previous tasks, you'll find Derwin, the bespectacled familiar researcher waiting near Yule's southern entrance. This time his shopping list includes the ice queen found in the Glittering Grotto (which you have a 6.4 percent chance to recruit) and two common familiars found in the Winter Wonderlands: a sasquish (which you have 6.4 percent chance to recruit) and a lotus bubbud (which you have 4 percent chance to recruit). Return to him with all three familiars in your active party to collect the reward.



Task 074—More Creatures

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

Task 073

Reward: ② ② ② ② ② ②

Jumbo moondrops x2, jumbo sundrops x2, and 5,000G

If you've completed all of Derwin's other tasks, the bespectacled familiar researcher will find his way to Perdida with a challenging new shopping list. This time, Derwin only wants the ultimate metamorphosis of each familiar, and since those forms aren't available in the wild, you'll need to catch, level-up, and metamorphose them yourself. To get a flash fry, catch a small fry outside of Old Smoky and metamorphose it twice, or catch a deep fry on Old Smoky and metamorphose it once. To get a wispula, catch a wisp on the Tombstone Trail and metamorphose it twice, or catch a ghost wisperer in Nevermore and metamorphose it once. To get a trumpy-pumper, catch a shonky-honker near Castaway Cove and metamorphose it twice, or eatch a sharperparper in the Miasmic Marshes and metamorphose it once.





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Task 075—Fierce Creatures

Unlock:

Chapter 7-After completing the main story

Prerequisite:

Task 074

Lumberwood ticket, relixx ticket, dinoceros ticket, and 500G

If you've completed all of Derwin's previous tasks, the traveling familiar researcher will find his way to Ding Dong Dell for one last errand. This time, you don't have to recruit anything; he's putting a hit out on three dangerous creatures that are threatening the potential familiar population. Hunt down and defeat each creature he asks you to, then return for your next assignment. Once you've bested the third, he'll give you three tickets that can be redeemed for rare familiars at the Solosseum. These foes are all variants of bounty hunt targets you've fought before; as with your past battles, it's best to use elemental weaknesses to defeat the first two, and buffs and debuffs to deal with the third.

- Target I—Grubby fug on Jack Frost's Playground (the island southeast of the Winter Wonderlands)
- Target 2—Auric collum atop the high plateau on the natural wall that separates Shimmering Sands from Castaway Cove area and Shipwreck Shore
- Target 3—Shellmet on No Longer Mine, the island southeast of Autumnia and north of Teeheeti









2006	312	GRUBBY FUG		
	SIGN	HP	WEAKNESS	RESISTS
	·ģ·	4,540	Fire	Storm

	320	AUI	RIC COLLU	М
	SIGN	HP	WEAKNESS	RESISTS
42-63	- Ó	5,340	Storm	Physical

A	332	SHELLMET		
yanny	SIGN	HP	WEAKNESS	RESISTS
海田 五郎	· · ·	3,960	_	Storm

Task 076—The Young Alchemist

Unlock:

Chapter 2-Upon arrival at Castaway Cove

Prerequisite:

None

Reward: 🚱 🍪 🥸

Rings-a-bells x2, wetstones x2, and 400G

After acquiring the alchemical Cauldron, speak to the young girl on the pier in the northwest corner of town. She wants you to use your new Cauldron to whip up a type of dagger known as a candle cutter. The ingredients are a flint dagger, which can be bought from the Cawtermaster in Al Mamoon, and an emberstone, which is quite a bit trickier to find. You'll find mohawk creatures wandering the island of Teeheeti and can either attempt to steal an emberstone from them or hope to get one as a random post-battle drop (which occurs about 12 percent of the time). Bring the completed candle cutter back to the girl to earn your reward and several additional weapon and armor formulae.



Task 077—The Forest Alchemists

Unlock:

Chapter 4-Upon returning to present time

Prerequisite:

Task 076

Reward: 🚱 🚱 🚱 🥹

Fogdrops x2, coldstones x2, and 1,500G

This task is quite a ways off the beaten path. To find the client, sail to the Shipwreck Shore, enter through the natural arch on the beach (which was previously blocked by a giant collum, one of your bounty hunt targets), and circle around the cliffs to the west to get on top of the arch. Continue east into the thicket of trees, where you'll find a hidden forest glade with red, green, and purple chests and a client who wants you to help him alchemize a royal spear. The ingredients he alludes to in his vague description are actually jade marble, shadowglass, and raw steel-you'll need two of each to complete the recipe. You can forage raw steel and shadowglass from twinkling points outside of Hamelin, but the jade marble won't be easy, lade marbles are forageable at the Shimmering Sands and the Spindle (the island east of Autumnia), but both foraging points are inaccessible at the point at which the task is unlocked; both can only be reached by air. If you really want to clear this task now, your one shot is stealing them from the pike tykes on the Spindle. (The odds of success are around 20 percent.) When you have all six ingredients, add them together to generate a royal spear,

Task 077 (continued)

and bring it to your client. He lets you keep the spear, gives you some rare ingredients as a reward, and teaches you a whole bunch of new formulae to boot!



Task 078—The Master Alchemist

Unlock:

Chapter 7—After completing the main story

Prerequisite:

None

Clump of troll's tears x2, glowstones x2, and 5,000G

An old man who lives in the Alchemist's Cave on the southern part of the natural wall that separates the Shimmering Sands from the Shipwreck Shore area (just west of the Vault of Tears) has an alchemy challenge for you that will almost certainly require a bit of grinding on your part. His first task is for you to make a demon's ax out of a basic weapon and several ingredients that can only be acquired by defeating or stealing from enemies. Once you show him the completed ax, he'll up the ante, demanding you use that as an ingredient to make the even more powerful war god's ax, which requires far rarer ingredients. The ingredients—and where to find them—are listed below.

In addition to the promised reward, the client will teach you four new formulae (060, 084, 094, and 097). And now that you've proven yourself to him, he'll be willing to teach you other new formulae when you show him rare ingredients. Bring him your heart of the muse (the prize for clearing the Solosseum's Rank A), and he'll teach you formula 127. Bring him the cad's clasp, which is dropped by your target in bounty hunt 122 (part of the task tree that begins with Task 131) and he'll teach you formula 130 as well.



Demon's Ax Ingredients

ITEM	HOW TO ACQUIRE				
Grand Ax (x1)	Can be purchased in Perdida				
Black Wings (x2)	Drop/Steal from Relixx in Spring Realm, Drop/ Steal from Eggyptian in Spring Realm, Drop/Steal from Sharp-hooter in Ivory Tower				
Tachestone (x3)	Drop/Steal from Puss in Boats in sea outside of Spring Realm, Drop/Steal from Burly Hurly in Billy Goat Bluff, Drop/Steal from Tokotocold in Ivory Tower, Drop/Steal from Honky-tonker in Ivory Tower, Drop/Steal from Bone Brigadier in Nevermore				

War God's Ax Ingredients

ITEM	HOW TO ACQUIRE
Demon's Ax (x1)	You just made this!
Kaleidostones (x5)	Rare drop from golden tokotocold in the Ivory Tower, rare drop from golden gobfather in the Miasma Marshes, rare drop/steal from golden bedraggle in the Glittering Grotto.
Scrolls of Truth (x5)	Rare drop from golden hog-goblin in the Miasma Marshes, steal from golden honky-tonker on the Tombstone Trail, rare drop from golden toko in the Vault of Tears, rare drop from golden dragamuffin in the Glittering Grotto

Task 079—Notes from the Hills

Unlock:

Chapter I-After defeating Hickory Dock in Ding Dong Well

Prerequisite:

None

Reward: 🚱 🚱 🥹

Giant's tooth and 50G

A well-dressed gentleman outside of the Cat's Cradle inn has dropped his diary...somewhere. You can find them out on the world map; head northwest from Ding Dong Dell, towards the backwards-L-shaped river. There's a small island with two trees at the corner of the L, and you can find the pages by searching between the trees.







Task 080—Notes from a Volcano Unlock:

Chapter 2-After defeating Moltaan at Old Smoky

Prerequisite:

Errand 79

Reward: @ @ @

Hallowed habit and 200G

The gentleman who lost his diary outside of Ding Dong Dell has made his way to Al Mamoon, and is now hanging out south of the cow fountain in the western part of town. He's lost his diary again, on the overworld path that leads to Old Smoky. You can find them by searching the large tree west of the second wide crack in the trail, southeast of the first river of magma.





Task 081—Notes from an Island

Unlock:

Chapter 3-After leaving Teeheeti

Prerequisite:

Task 080

Reward: (2) (4) (4)

Fine frock and 700G

Figuring out what's going on here should only require a single quick glance at the man standing by a tree near the path to the Fairy Godmother. Yep, it's that guy, and yes, he's lost his diary once again. Fortunately, it's right here on Teeheeti. Make your way back to the beach, and then follow the beach up the island's western coast. When you see a waterfall that flows into the sea, step under it to reach a cave full of blue crabs. The piece of driftwood he spoke of is in the northeast region of the cave, near the red treasure chest. Search in that area to find his diary, and bring it back to claim your reward.





Task 082—Notes from the Tracks

Unlock:

Chapter 4—Upon returning to present time

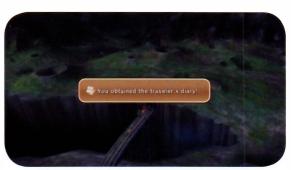
Prerequisite:

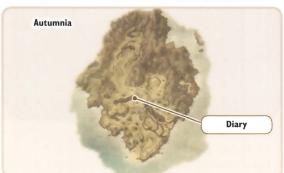
Task 081

Reward: @ @ @ @ @

Gaudy claws and 1,000G

That guy who keeps losing his diary has-gasp!—lost his diary again. You'll find him in Hamelin, standing against a light pole in the northern part of town. This time, he claims to have lost his diary on the train tracks near a mine shaft. There are a few different possibilities, but the correct one is the short run of track that heads into a cave in the chasm southwest of Hamelin. Search just outside of the tunnel to find the diary, and return them for the usual generous reward.





Task 083—Notes from the Snow

Unlock:

Chapter 5-After defeating Cerboreas in the Glittering Grotto

Prerequisite:

Task 082

Reward: (2) (2) (2) (2) (3)

Dress armor and 2,000G

Surprising no one, the guy who loses his diary everywhere has made it to Yule and...lost his diary on the way! You'll find the man just outside of the large igloo in the northeast part of town, and the diary is in a forest glade west of Yule. Walk east over the frozen river and stay on the south side of the mountain range, walking south around the cliff wall to reach the forest on the higher plateau near the coast. In its center, you'll find a hidden forest glade, and to get the traveler's diary du jour, just talk to the woman in the woods. Return to your client to deliver the diary and collect your reward.





Task 084—Notes from the Fog

Unlock:

Chapter 7-After revealing the Ivory Tower

Prerequisite:

Task 083

Reward: (2) (2) (2) (2) (2) (3) (4)

Diva's mantle and 3,000G

The guy who always loses his travel diary has appeared at the bridge over the bay in Castaway Cove, where he's singing a familiar tune. This time, he's lost his diary in the Spring Realm, by the pedestal in the northwest part of the island, near the geoglyph that looks like a skull. Travel to Ara Memoriae and walk north along the dirt path until you see the skull sketched into the road. Search a round white stone just to the east of it to find the diary.





Task 085—Notes from the Center

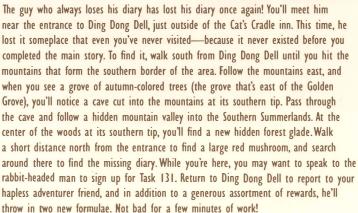
Unlock:

Chapter 7-After completing the main story

Prerequisite:

Task 084

Angel's wings and 5,000G









Bounty Hunts

Task 086—Vegetable Thief

Unlock:

Chapter I-During first visit to Ding Dong Dell

Prerequisite:

None

Reward: (A) (A)

Well-worn sword and 50G

Your target in the game's first bounty hunt is the gruffian near the beach southeast of Ding Dong Dell. Even early in the game with just one familiar, this battle is quite winnable, provided you have full MP when you reach it. Have your mite use Cut Loose right off the bat, then pick off the gruffian's ruff companions. Save the rest of your MP for healing as you trade blows with the vicious but not particularly hardy gruffian.



Task 087—Travelers' Torment

Chapter I-After defeating Hickory Dock in Ding Dong Well

Prerequisite:

None

Reward: @ @

Salted ice cream and 80G

To find this bounty hunt's target, head due west from Ding Dong Dell to a bluff with a giant skeletal rib cage near the river. It's best to start the battle against the grumpeafowl and its sleepeafowl friends with your mite's Cut Loose attack, which will help you even the odds.



Task 088—A Precious Root

Unlock:

Chapter 2-After Esther and Rashaad join your party

Prerequisite:

Task 003

Reward: @ @

Bars of milk chocolate x5 and 200G



See Task 048 for details on how to unlock this bounty hunt.

Your lumberwood target in this task is found just west of the entrance to the Golden Grove, on the ridge by the twinkling forage point. It fights alone, so you can beat it easily by having your thumbelemur Go Wild! or by repeatedly casting the Pulse spell. Once defeated, it drops the turmeric root needed for Task 048.



Task 089—A Duel in the Desert

Unlock:

Chapter 2-After Esther and Rashaad join your party

Prerequisite:

Task 046

Reward: @ @

Shinbone shield and 200G

The bone brigadier can be found wandering in the valley just west of the Temple of Trials. Your target and its lower-level comrades are resistant to physical attacks but can be damaged with spells or elemental-type attacks, particularly your drongo's Thunderspark trick.



Task 090—Babana Thief

Unlock:

Chapter 2-After completing Temple of Trials

Prerequisite:

None

Reward: 🍪 🍪 🥸

Flame robes and 300G

An adamantiger prowls the eastern rim of the desert outside of Al Mamoon and is much tougher than your previous bounty hunt targets. But since it fights alone, if you reach it with a full supply of MP you can beat it easily by having Oliver run away and repeatedly cast the Pulse spell to both deal damage and keep the adamantiger off-balance and unable to retaliate.



Task 091—Merchant's Menace

Unlock:

Chapter 2-After defeating Moltaan at Old Smoky

Prerequisite:

None

Reward: 🚇 🍛 🥸

Fishburgers x4 and 400G

This battle is quite a bit tougher than Task 092; it's best to have a team that's at or near level 20 before you take it on. Travel north from Castaway Cove to what appears on your map to be a thin bridge to the neighboring landmass. That bridge doesn't exist yet, but you can make one with the Bridge spell. Cross it and travel a short distance to the southwest to where the gobfather you're hunting is wandering around a swampy field. The gobfather has two minions, and your first priority is to even the odds by blasting one of the enemies out of the battlefield with a flurry of spells. Once it's two-on-two, you'll have a lot more time for healing as you whittle down the remaining two.



Task 092—Magmadness

Unlock:

Chapter 2—After defeating Moltaan at Old Smoky

Prerequisite:

None

Reward: (2) (2) (2) (2) (2)

Fire seal and 600G

Your target in this bounty hunt is an original boss-type enemy, not a standard creature. You can find her in the southern part of Old Smoky by heading due north from the area entrance, towards the clearing with the broken robot. The magmoiselle is a powerful and resilient foe, but she's slow and relies primarily on physical attacks. Your best bet is to alternate between your drongo and Oliver, and have them cast Frostbite or Bubble Bath over their shoulders as they continuously run away. The magmoiselle does have an extremely powerful long-range fireball

attack, so be ready to defend against it or just keep your HP



	301	OI MAGMOISELLE			
4 000 M	SIGN	HP	WEAKNESS	RESISTS	
A	· •	496	Water	Fire	

Task 093—A Greedy Pirate Gang

Unlock:

Chapter 3-Upon arriving at Castaway Cove

Prerequisite:

None

Reward: 🔬 🏵 🥸

Poison Pinch gem and 600G

Sail southeast from Castaway Cove to the small, round island that contains nothing but a small patch of woods. There you'll face a deadly team of purrioiner, cutpurrse, and puss in boats creatures. All three are weak to water, so have a familiar like your drongo pick off the weaker purrioiner with water tricks while other familiars try to stick some status conditions like blindness or confusion on the powerful puss in boats. Once you've defeated the first foe, your team should be able to overwhelm the remaining two.





Task 094—A Starving Sea Monster

Unlock:

Chapter 3-Upon arriving at Castaway Cove

Prerequisite:

None

Reward: (2) (2) (2) (2) (2)

Whalefish tusk and 800G

Your target in this bounty hunt is a giant whale called a hubber blubber that's constantly circling Friday Island in the archipelago east of Castaway Cove. Chase it down in the Sea Cow, and then send a tough familiar or two to serve as a distraction while more elemental trick performing familiars like your drongo blast it with Thunderstorm, Thunderspark, or other storm-type attacks.



	305	305 HUBBER BLUBBER			
	SIGN	HP	WEAKNESS	RESISTS	
Ma	- O	834	Storm	Water	

Task 095—Researchers' Ruin

Unlock:

Chapter 3—Upon arriving at Castaway Cove

Prerequisite:

None

Reward: 🚇 🚇 🤬 🍪

Sacred dagger and 800G

Moor your ship at the beach in the southeast region of the South Summerlands, just northeast of Castaway Cove. As you attempt to enter this new region of the continent, known as the Shipwreck Shore, you'll find the main path from the beach to the grassy interior is blocked by your target. The collum is heavily resistant to physical attacks, and attacking at close range is pretty much suicide anyway. Use familiars that have storm-type attacks and have them pelt the collum from afar while a resilient familiar like the hurly takes one for the team by soaking up its hits.





R	317		COLLUM	
STATE OF	SIGN	HP	WEAKNESS	RESISTS
1		825	Storm	Physical

Task 096—A Ghostly Machine

Unlock:

Chapter 4—Upon arrival at Hamelin

Prerequisite:

None

Thunderspark gem and 900G

Your quarry in this bounty hunt has parked itself on the center of the bridge that spans the chasm south of Hamelin. The enemy lineup consists of a high-level steam-man with around 600 HP and a pair of clinketyclanks that aren't much tougher than the ones that appear in the wilds of this area. Quickly pick off the weaker clinketyclanks before blasting the steam-man with storm-type spells for an easy win.



Task 097—Cliff-Top Chaos

Unlock:

Chapter 4-Upon arrival at Hamelin

Prerequisite:

None

Lightning bolt and 1,000G

Your target for this task is the giant white-and-blue creature wandering around the southeastern tip of the Autumnia continent. It fights alone, but you'll have a whopping 1,278 hit points to burn through. And burning through them is a fine way to proceed; fire spells and tricks work well here. But the quickest and safest way to beat the fluvius maximus is probably just to have a quick battler like your thumbelemur boost its strength with tricks (or a command like Psyche Up) and repeatedly pummel the foe.



A S	325	325 FLUVIUS MAXIM		
R	SIGN	HP	WEAKNESS	RESISTS
12	- O	1,276	Fire	Water

Task 098—Causing a Stink

Unlock:

Chapter 4—Upon returning to present time

Prerequisite:

None

Reward: (2) (2) (2) (2) (2) (2) (3)

Poisoner's horn and 1,200G

From Hamelin, travel west to the Ghostly Gorge, then travel north along the mountain range on the east side of the valley; the purple creature at the tip of that easternmost ridge is your target. Its attacks inflict random status conditions on your team, but if you're using a storm-type spell-caster to do the brunt of the work, you don't need to worry about that so much. Just send a pair of melee fighters to keep the fug busy while your best storm-user blasts it from afar.



23.	309		FUG	
A	SIGN	HP	WEAKNESS	RESISTS
令双分	- o	1,324	Storm	Water

Task 099—Magmadder than Ever

Unlock:

Chapter 4—Upon returning to present time

Prerequisite:

Task 092

Reward: (4) (4) (4) (4) (4) (4)

Firewall gem and 1,500G

To find your quarry in this bounty hunt, use the Travel spell to warp to Old Smoky and walk halfway up the mountain, to a point near the second waypoint (which you can use to heal up if you took any hits on the way). Your target is a magmadame, a faster and deadlier version of the magmoiselle you battled here previously. The magmadame's deadliest attacks are fire-based, so if you have battle-ready, fire-resistant familiars like the hurly, sunshine, ruff, small fry, turbandit, purrloiner, wisp, or sprog cog (or their metamorphosed forms), they'll be especially effective here. Spell-casters are particularly good as well (especially water-type ones, of course), as they allow you to fan out your troops so the magmadame can't hit multiple ones with her Hot Huff trick.

	302	MAGMADAME			
	SIGN	HP	WEAKNESS	RESISTS	
A	- Ó-	1,732	Water	Fire	

Task 100—Shell on Earth

Unlock:

Chapter 4—Upon returning to present time

Prerequisite:

None

Reward: (A) (A) (A) (A) (A) (A)

Cappuccinos x3 and 1,500G

Land at the beach on the western coast of the Summerlands, near Skull Mountain. Travel east from the landing, then use a rock bridge to cross the river to the north. Follow the river northwest, and you'll soon spot the giant turtle that's the target of this bounty hunt. As you might expect from its appearance, your foe is a hardy creature, with unusually high levels of both defense and magic defense. Attack buffs like your mite's War Cry trick and magic attack buffs like Esther's Cheer song will help your attackers pierce the shellraiser's shell and get in some actual damage.

	329	SH	ELLRAISE	R
	SIGN	HP	WEAKNESS	RESISTS
23 22	· Ó·	1,680	_	Water

Task 101—Splash Damage

Unlock:

Chapter 4—-Upon returning to present time

Prerequisite:

None

Reward: 🏵 🥸 🍪 🍪 🥸

Noble attire and 1.500G

Your quarry in this hunt is the giant whale that's circling Russet Isle, the small but wide island west of the Summerlands, and just southwest of the beach where you dock for Skull Mountain. As with all of the whales you've fought previously, a few good storm-type trick performing familiars are all you need to blast this guy out of the sea. Keep the rest of your team focused on aggressive melee strikes so they can cancel the foe's Waterspout trick if he ever pauses to use it.



<u></u>	306	BLUBI	BER BUB	BLER
	SIGN	HP	WEAKNESS	RESISTS
Na	-6-	1,732	Storm	Water

Task 102—Fiery Giant

Unlock:

Chapter 4—-Upon returning to present time

Prerequisite:

None

Pure steel armor and 1,500G

To unlock this task, you first need to have found at least four courage heart pieces. Once you've signed up, use the Travel spell to teleport to Old Smoky, but this time leave the area and return to the world map; your target is actually hanging around on the trail that leads to the volcano. As in the magmadame battle, casters of water-type spells work great here, but you'll want at least one character providing healing to anyone who gets wounded. The ogrrr's Rockfall move can kill a character out of nowhere if their HP is allowed to fall too far.



	324	FII	RE OGRR	R
A STATE	SIGN	HP	WEAKNESS	RESISTS
	- Ô-	1,780	Water	Fire

Task 103—Bewitched by a Beast

Unlock:

Chapter 5-After acquiring Kublai's map

Prerequisite:

None

Reward: @ @ @ @

Mystic robes and 1,500G

Your target in this bounty hunt is a dualynx in the northern part of the Autumnia continent, at the end of the long path that begins on the continent's northwest beach. (If you've made it to Perdida, it's a quick dragon hop northwest of the city.) The dualynx is backed up by a trio of auroralynxes, so begin this fight by using powerful area-effect spells and tricks to maximize your damage potential, and then pick off the auroralynxes before they can erase your damage with healing spells. The dualynx has no particular weaknesses, but the auroralynxes are weak to dark-type tricks, which certain familiars may be able to take advantage of.



Task 104—Catch the Fleeing Fiend

Unlock:

Chapter 5-After acquiring Kublai's map

Prerequisite:

None

Reward: (2) (2) (2) (2) (2) (3)

Stout armor and 2,000G

Your target for this bounty hunt is in the Barrens, a coastal chunk of the Summerlands that's south of the Skull Mountain area and accessible only by dragon. There, by the river to the east, you'll see a giant tempestus majora. It has a ton of hit points for you to chew through, but it isn't a particularly aggressive foe. Use fire-type spells and attacks and make sure to keep your party's HP up so you'll always have the numerical advantage.



A STATE OF THE STA	326	TEMPE	STUS MA	JORA
-	SIGN	HP	WEAKNESS	RESISTS
22	- Ô-	2,520	Fire	Water

Task 105-An Island in Crisis

Unlock:

Chapter 5-After acquiring Kublai's map

Prerequisite:

None

Reward: (4) (4) (4) (4) (4) (4)

Medal of dexterity and 2,000G

Your target in this task, a dusty fug, is on the small island west of Swan Island (which is north of Ding Dong Dell and northwest of Hamelin). This creature has a strong affinity for poison, so your poison-resistant mite and hurly familiars will be quite strong here, as will any automata or vermes familiars you may have in battle-ready condition. But while your poison-resistant familiars will make good distractions, it's your storm-type trick performer that will win the day. Field at least two so you can rotate between them, and use magical attack—boosting tricks or songs to make sure their hits hurt.



1000	310	D	USTY FUC	3
A	SIGN	HP	WEAKNESS	RESISTS
作黑布	ō.	2,660	Storm	Water

Task 106—Sleighbell Hell

Unlock:

Chapter 5-Upon arrival at Yule

Prerequisite:

None

Reward: 🏵 🤀 🥸

Snowball gem and 1,500G

Your target in this bounty hunt is in the western region of the largest island on the Sleighbell Isles, which are just northeast of the Winter Wonderlands. The battle consists of high-level sasquish, sasquash, and papa sasquash foes. All three are capable of using moves like Earsplitter that deal damage over a wide area, and if multiple foes do so in rapid succession, you'll be toast. Kill the weakest target (the sasquish) immediately with fire spells like Hot Huff or Slash 'n' Burn, and then work your way up to the harder targets.



Task 107—Icy Giant

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

None

Bubble Bath gem and 2,500G

To find your target in this task, teleport or fly to Yule and travel northwest to the frozen lake; you can't miss the giant ice ogrrr plodding across its surface. The ice ogrrr is a physically powerful foe who will attempt to raise his strength with the War Cry trick until he's able to deal fatal damage with his attacks. Use quick fighters to keep him off balance and cancel his tricks, while fire-based trick performers blast him from afar.



2020	323	IC	E OGRRF	2
	SIGN	HP	WEAKNESS	RESISTS
A TO	- O	2,820	Fire	Water

Task 108—A Kingdom on the Brink

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

None

Reward: ② ② ② ② ② ② ③

Fiend's fang and 2,500G

From Ding Dong Dell, fly west over the river chasm to the valley that runs along the continent's mountainous western rim. You'll find your target in the far west, roaming near the patch of forest that contains a hidden area. Like all shells, this foe boasts high defense and magical defense scores and no particular elemental weaknesses. Use tricks and spells to boost your attacks, or to lower its defensive abilities so that your standard attacks will still do reasonable amounts of damage. It may take a while to bring the shellfire down, but it isn't a very aggressive foe, so you can afford to take your time.



	330 SHELLFIRE			
	SIGN	HP	WEAKNESS	RESISTS
20.00	- o	2,680	_	Fire

Task 109—Magmageddon

Unlock:

Chapter 6-After empowering the Mornstar wand

Prerequisite:

Task 099

Reward: () () () () () () () () ()

Heat Ray gem and 2,500G

This foe appears in the boss area at the top of Old Smoky, so you have a bit of a walk ahead of you. (Remember that you can always use the Veil spell to avoid unwanted battles.) Like all magma-series characters, the magmadonna uses fire-type attacks and is vulnerable to water-type attacks. Its own attacks are extremely dangerous, so keep your HP up and be ready to order a quick all-out defense when you see the magmadonna performing Palava. Oliver can join in your water-type offensive by casting Unleash and selecting Howling Blizzard, but you'll do more damage at a lower MP cost with an elemental trick performing familiar using Waterspout.

8	303	MAG	GMADON	NA
1000 p	SIGN	HP	WEAKNESS	RESISTS
W	•	3,060	Water	Fire



Task 110—Vicious Venom

Unlock:

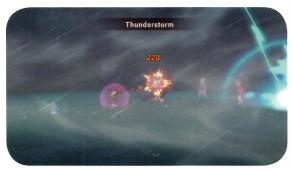
Chapter 7-After revealing the Ivory Tower

Prerequisite:

None

Darkness Beckons gem and 3,000G

The target of this bounty hunt can be found at the southern tip of the Spindle, the island east of Hamelin. Your foe knows powerful dark-type tricks, and while he rarely performs them, it's a good idea to have a team of fighters keeping him off balance while a storm-type trick performer dishes out the real damage from afar.



جاجل	311	SM	OGGY FU	G
	SIGN	HP	WEAKNESS	RESISTS
かってか	· •	4,030	Storm	Fire

Task III—Save the Researchers

Unlock

Chapter 7—After revealing the Ivory Tower

Prerequisite:

None

Cat king's claws and 3,000G

Your target for this bounty hunt is standing right in front of the bridge to Ara Memoriae, so either Travel there or have Tengri drop you off at the nearby geoglyph. For a collum, your foe is pretty spry, charging around the battlefield and using long-range attacks to foil your spell casters. But while it puts up a good fight, all you need to do to win is field a good spell-caster or two to quickly punch through its HP with storm-type spells.



318 DORIC COLLUM SIGN HP WEAKNESS RESISTS 3,470 Storm Physical

Task 112—Terror on the Tundra

Unlock:

Chapter 7-After revealing the Ivory Tower

Prerequisite:

None

Earsplitter gem and 3,000G

The target for this bounty hunt is on Scrooge Island, the southern island in the chain of islands southwest of the Winter Wonderlands. If you still have those blazing blades in your inventory, now would be a good time to dig them out; an onslaught of flame-type attacks will both exploit your foe's vulnerability to fire and hopefully cancel some of its damaging water-type tricks. If you find its tricks are taking a toll, you may want to boost your team's magical defense with Oliver's Ward spell.



1 de	318	8 CELESTIUS PRIMU		
A S	SIGN	HP	WEAKNESS	RESISTS
1	· · ·	4,460	Fire	Storm

Task 113—King of the Deep

Unlock:

Chapter 7—After completing the main story

Prerequisite:

None

Dragon king's claws and 4,000G

Your target for this bounty hunt is swimming in the bay of the Hermit's Shell. Since it's too far out to reach by land, you'll need to sail to the bay from Castaway Cove to start the battle. As with most of the whales you've fought before, you can make fairly short work of this guy with storm-type spells. But watch out for its powerful Water Cannon, which can do several hundred points of damage. To avoid any fatalities, you'll want to keep everyone's HP close to max throughout the fight.



	307	307 PRINCE OF WHALES			
79/12	SIGN	HP	WEAKNESS	RESISTS	
	·ģ·	6,070	Storm	Water	

Task 114—Shellshocked!

Unlock:

Chapter 7-After completing the main story

Prerequisite:

None

Light Relief gem and 4,000G

Your target in this bounty hunt is on the trail leading to the hidden mine just east of Hamelin, so you'll need Tengri to fly you over to it. The shellshocker doesn't seem too tough, but it repeatedly uses ability-boosting tricks like War Cry and Bracer to make it both a threat and a defensive powerhouse. Get your physical hits in before it can buff its defense, then switch to elemental trick performing familiars to finish it off.



	331	SHELLSHOCKER		
	SIGN	HP	WEAKNESS	RESISTS
2935015	- ô-	5,140	_	Storm

Task 115—A Legend Appears

Unlock:

Chapter 7—After completing the main story

Prerequisite:

None

Reward: (a) (b) (a) (b) (b) (b) (b) (b) (b)

Celestial sword and 4,000G

Your target in this bounty hunt is on tiny Solitary Isle, southwest of Teeheeti. With resistance to physical damage and over 8,000 HP, the ionic collum is a tough foe that certainly won't go down quickly. Use your best storm trick performing familiars, and since no one else will be able to make much in the way of meaningful offensive contributions, you may want to set your party members to focus on healing as you rotate through their storm-capable familiars.



	320	IONIC COLLUM		
3	SIGN	HP	WEAKNESS	RESISTS
Sec.	· ģ·	8,045	Storm	Physical

Task 116-Wood You Believe It

Unlock:

Chapter 7—After completing the main story

Prerequisite:

Task 131

Reward:

Harrowfang and 2,500G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of the game's first boss—Guardian of the Woods in the Deep Dark Wood. As before, you'll be rewarded with gold glims and a stun for successfully defending against its attacks.



	336 F	URY C	F THE FO	DREST
	SIGN	HP	WEAKNESS	RESISTS
MAN	_	6,800	Water	Storm

Task 117—A Twist in the Tail

Unlock:

Chapter 7—After completing the main story

Prerequisite:

Task 131

Reward:

Starspun tunic and 2,500G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Hickory Dock, the boss of Ding Dong Well. Its confusion effects are as dangerous as ever, so using confusion-resistant familiars or buckets of confuse-be-gone may be necessary. As before, you can get an easy stun when it fails with its Mousefire trick.



-	338	DICKORY DOCK		
	SIGN	HP	WEAKNESS	RESISTS
	_	7,100	Fire	_



Unlock:

Chapter 7-After completing the main story

Prerequisite:

Task 131

Reward:

Shiny shield and 2,750G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Gladiataur, the boss of Golden Grove. Try to attack it from behind and its sides in the first half of the battle, and then try to stay out of its way and pelt it with storm spells in the latter half.

Task 118—A Return to Arms



	340	BADIATAUR				
	SIGN	HP	WEAKNESS	RESISTS		
A.M.	_	7,300	Storm	_		

Task 119—Back and Unabashed

Unlock:

Chapter 7-After completing the main story

Prerequisite:

Task 131

Reward:

Sorcerer's soul and 3,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Bashura, the boss of the Temple of Trials. You'll find the sphere that will transport you to the battlefield behind Sage Solomon's throne. Attack Smashura head on and aggressively to try to cancel its attacks and knock loose gold glims.



Sha da	343 SMASHURA				
	SIGN	HP	WEAKNESS	RESISTS	
	_	7,400	Water	Fire	

Task 120—Ready to Blow

Unlock:

Chapter 7—After completing the main story

Prerequisite:

Task 131

Reward:

Griffin's talons and 3.250G

This bounty hunt (which is available as part of task 131) features a rematch against an enhanced version of Moltaan, the boss of Old Smoky. Circle behind it and target its tail to get stuns and gold glims, while staying out of range of some of its area-effect attacks.



NAME OF THE PERSON OF THE PERS	345	\	ULCAAN	
	SIGN	HP	WEAKNESS	RESISTS
-	_	7,500	Water	Fire

Task 121—Stomach Trouble

Unlock:

Chapter 7-After completing the main story

Prerequisite:

Tasks 116-120

Reward:

Glorious lance and 3,500G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Royal Jelly, the boss of Mummy's Tummy in the Fairyground. Imperial Jelly's deadliest attacks are storm-type in nature, and you should have a wider selection of storm-resistant familiars and armaments than you had the first time you fought it. Be ready with area-attack fire spells to wipe out its Jelly Teens when it spawns them in the latter half of the fight.



A P	350	IMP	ERIAL JEI	LLY
1	SIGN	HP	WEAKNESS	RESISTS
	_	8,000	Fire	Water

8	351 JELLY TEEN				
2	SIGN	HP	WEAKNESS	RESISTS	
Or -	_	2,600	Fire	Water	

Task 122—Whole Hog

Unlock:

Chapter 7—After completing the main story

Prerequisite:

Tasks 116-120

Reward:

Knight's armor and 3,750G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Porco Grosso in Hamelin Palace. As when you fought it earlier, your offense should focus on storm-type spells that both deal extra damage and can cause stuns. But be ready to cancel out of whatever you're doing to defend against its Gammon Cannon. This foe always drops an important item known as the cad's clasp when defeated; show it to the old man in the mountain cave west of the Vault of Tears (the one who's your client in Task 078) and he'll teach you a formula that uses it.



- Tack	353	PO	SO	
57.00	SIGN	HP	WEAKNESS	RESISTS
2500	_	8,000	Storm	Physical

Task 123—Losing Your Wick

Unlock:

Chapter 7-After completing the main story

Prerequisite:

Tasks 116-120

Reward:

Diva's mantle and 4,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Candelabracadabra, the boss of the Tombstone Trail. You can now exploit its weakness with more powerful light-type spells, but the long casting time of spells like Mornstar could allow Candelabracadaver to interfere with your casting, so Arrow of Light is still the safest choice.



W W H	355 C	5 CANDELABRACADAVER				
	SIGN	HP	WEAKNESS	RES	ISTS	
State .	_	8,000	Light	Fire	Dark	

Task 124—Breathing Fire Again

Unlock:

Chapter 7—After completing the main story

Prerequisite:

Tasks 116-120

Reward:

Ogre king's ax and 4,250G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Red Dragon, the boss you fought at Skull Mountain. Bring a varied team of familiars so you can focus your offense on physical attacks while the Golden Dragon is protected by its magic defense—boosting Dragon Scales trick, and then switch to water- and storm-type spell-casters when the effect ends.



4	357	GOLE	DEN D	RAGO	N
4	SIGN	SIGN HP		WEAKNESS	
	_	8,800	Water	Storm	Fire

Task 125—Shedding A Skin

Unlock:

Chapter 7-After completing the main story

Prerequisite:

Tasks 116-120

Reward:

Sorceress's robes and 4,500G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Aapep, the boss of the Vault of Tears. Exploit its weakness to light-type attacks with your Mornstar spell, saving your Burden spell (which will only work a few times) for when you need a respite from its attacks or are in a good position to capitalize on a gold glim.



48	360		MEHI	EN	
	SIGN	HP	WEA	KNESS	RESISTS
	_	8,400	Fire	Light	Storm



Unlock:

Chapter 7-After completing the main story

Prerequisite:

Tasks 116-120

Reward:

Nix gnashers and 4,750G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Cap'n Crossbones. His ghost ship is long gone, and he's now stranded on Broken Crown island, northeast of Autumnia. Commodore Crossbones primarily attacks a single character, so you can always take control of that character and have him or her defend until the boss looks elsewhere. When Crossbones is not targeting Oliver, he can exploit its light-type weakness with the Mornstar spell.

Task 126—Walking the Plank



·豪。	363	соммо	DORE	CROS	SBONES
	SIGN	HP	WEA	KNESS	RESISTS
No.	_	8,500	Fire	Light	Dark

Task 127—A Loyal Howl

Unlock:

Chapter 7-After completing the main story

Prerequisite:

Tasks 116-120

Reward:

Dragon king's claws and 5,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Cerboreas, the boss of the Glittering Grove. Its water-type breath attack is powerful and too quick to defend against, so it's important to use familiars who are not weak to water (and, ideally, are resistant to it). You can also boost the party's toughness with Oliver's Ward spell while retaliating with fire-type spells.



AL SO	365	5 CERBOREALIS				
1	SIGN	HP	WEAKNESS	RESISTS		
Mark .	_	8,600	Fire	Water		

Task 128—Heart of Darkness

Unlock

Chapter 7—After completing the main story

Prerequisite:

Tasks 116-120

Reward:

Enigma armor and 5,500G

This bounty hunt (which is available as part of task 131) features a rematch against an enhanced version of Vileheart, the boss of the Miasma Marshes. It's as powerful as ever, so you'll want to field high-defense familiars that can stay alive while Oliver exploits its weakness to light-type spells. Never miss an opportunity to defend against the Viledriver trick, as doing so will stun Bileheart and may produce a gold glim.



300 m	370	370 BILEHEART				
	SIGN	HP	WEAKNESS	RESISTS		
72.3	_	8,700	Light	Dark		

Task 129—Reckless Soldier

Unlock:

Chapter 7—After completing the main story

Prerequisite:

Tasks 121-128

Reward:

Celestial sword and 6,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Eternal Knight, the boss of Nevermore. Attack Knight Terror from its rear and right side, away from its damage-reducing shield, and fight very conservatively in hopes of defending against its powerful attacks and stunning it in the process.



*	372	KNIGHT TERROR				
	SIGN	HP	WEAKNESS	RESISTS		
77	_	9,200	Light	Dark		

Task 130—Loyal Queen

Unlock:

Chapter 7-After completing the main story

Prerequisite:

Task 129

Reward:

Star eater's fang and 7,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Zodiarch, the boss of the Ivory Tower. You can find the sphere that triggers this fight at Ara Memoriae; the Ivory Tower still hosts the original Zodiarch, and beating that version won't complete this task. As before, it's important to prioritize destroying the Zodiarchangel's Dominions with area-effect spells, while standing ever ready to defend against its powerful Chaos move



2	383 ZODIARCHANGEL				
4	SIGN	HP	WEAKNESS	RESISTS	
uniform.	_	9,300	_		

8	384	384 DOMINION					
	SIGN	HP	WEAKNESS	RESISTS			
0	_	1,900					

Task 131—The Conductor

Unlock:

Chapter 7—After completing the main story

Prerequisite:

Task 085

Reward:

Philmobile key

Task 131 is a blanket task that includes tasks 116—130. It stands as the post-game's most substantial challenge. To trigger it, you have to complete Task 085, which introduces you to the new hidden area in which the task is set, and to its unusual client. Your client will unlock new bounty hunts in batches, starting with Tasks 116—120. Clear them all, and then return to him to unlock Tasks 121—128. After finishing those, speak to the client to unlock Tasks 129. After you complete that, check in again to unlock and clear Task 130. Finally, your client points the way to a new boss known as The Guardian of Worlds, the game's ultimate challenge. You'll probably want to be at least level 70 or so before you face him.

The Guardian's Overload move deals confusion-inflicting storm-type damage to the area surrounding it; have your active character stay out of its range and order an all-out defense for your comrades while you blast the boss with your mightiest spells. The Guardian's

Task 131 (continued)

Great Divider is a powerful move that fires in a long straight line and must be blocked by whomever the Guardian seems to be targeting. Canceling this move with a physical attack is the only way to stun the Guardian. If possible, take control of the character the Guardian is targeting so you can defend with that character without having to order an all-out defense that will prevent your teammates from potentially canceling the spell. Generally, you want to control Oliver, keeping him well out of Overload range so he can attack with his most powerful move. Have your team defend until the boss executes his attacks, unless you're sure they're in a safe position to target him while he's performing them Then, after the attack, order an all-out attack until the boss begins absorbing energy to perform again.





After you defeat the Guardian, the task continues. Note that it's possible to return to the area where you fought the boss and challenge him as often as you like. (If you do, you'll face a much more difficult version of him.) Speak to your client again, then follow him to Motorville. Follow him around the city, speaking to him near Philip's garage, then near Myrtle's house, then near Rusty's workshop, then outside of Leila's Milk Bar, then inside of Leila's Milk Bar, and then finally down the street to the east. When you finally catch him, he'll hand over the ultimate reward: the keys to the Philmobile, which you can drive to your heart's content on *Ni no Kuni's* world map.







当些	385 THE G	UARDIAN OF	WORLDS (FIR	ST BATTLE)
-	SIGN	HP	WEAKNESS	RESISTS
	_	13,500		

当些	386 THE GUA	RDIAN OF WO	RLDS (SUBSEQ	UENT BATTLES)
-	SIGN	HP	WEAKNESS	RESISTS
	_	21,500	_	_





Bonus Tasks

Task 132—Totally Tidy Tools

Unlock:

Chapter 7—After completing the main story

Prerequisite:

None

Reward:

Blossom of the bard, pretty parasol, and 10,000G

Your client for this task is the fairy Surly, who has set up shop on the deck of the Iron Wyvern. He wants you to return to the Fairyground to help him research some new weapon ideas. There are three ideas to find:

Talk to a burly fairy outside of the Cavity Club, who will give you the idea for a sloppy slapstick.

Talk to the Fairy Godmother on her platform north of the city, and she'll give you the idea for a lullaby lance.

Return to Mummy's Tummy (by heading east in the forest area south of the Fairy Godmother's platform) and examine the slide in the left-most room to get the idea for flawed claws.

When you return to Surly and tell him of your new ideas, he'll send you to find one more. You'll find it in Motorville, by searching for Mom's favorite pan near the stove in Oliver's kitchen. Report back to Surly, and in addition to his pile of rewards, Surly teaches you a new formula and puts all of the new weapons you inspired up for sale at the *Iron Wyvern* item shop.











Task 133—Scorching Songstress

Unlock:

Chapter 7-After completing the main story

Prerequisite:

None

Reward:

Glowstones x3 and 5,000G

This is a straightforward bounty hunt, in which your target is a magmadiva on the trail to Old Smoky. If you warp to the entrance to Old Smoky she should be just a few steps to the south. This bounty hunt is much easier than the ones that follow, with a foe that isn't particularly powerful and folds

Task 133 (continued)

quickly to water-type spells. But she does know several tricks that deal damage to the whole party, so play it safe and order an all-out defense at the first sign a trick is being performed.



	304	MAGMADIVA					
	SIGN	HP	WEAKNESS	RESISTS			
7	-Ó-	Unknown	Water	Fire			

Task 134—Order of Illusion

Unlock:

Chapter 7—After completing the main story

Prerequisite:

None

Reward:

Nazcaän longsword, Nazcaän armor, Nazcaän helm, and 10,000G

To meet your client for this challenging task, have Tengri fly to the Ivory Tower, and then proceed north to the first waystone. There you'll see a group of armed men led by your client, a Nazcaān knight named Caph. He wants you to hunt down and destroy four magimechs that have been scattered throughout the world below. You've probably spotted all four of them already: They're the broken-down robots you saw in the Golden Grove, Old Smoky, the Tombstone Trail, and the Glittering Grotto. You can hunt them down in any order you like. When you find one, you'll have to defeat it in battle, but that shouldn't be too hard; like the ones in the Ivory Tower, they fight solo and can be brought down quickly with water-type spells. More specifically, their locations are as follows:

Enter the Golden Grove from the north and travel counterclockwise around the east wall to reach the dead end with the magimech, which is just southeast of the entrance.

Head directly north from the entrance to Old Smoky, following the west wall, and you'll find the magimech in no time.

Travel halfway up the Tombstone Trail; the magimech is between the house and the waystone at the center of the map.

Make your way to the lower level of the Glittering Grotto, using the hidden passage along the east wall to save time. Where the path forks at the entrance to the lower floor, travel along the ice bridge to the northeast, and then turn north when you hit snow to find the magimech.

Return to Caph to report your victory. He'll be grateful, but the task isn't even close to over yet. Your next objective is to go to the Spring Realm and battle three magimech masters—

Task 134 (continued)

enhanced versions of the magimech that have no elemental weakness—which are roaming on the geoglyphs of the Spring Realm overworld. Have Tengri drop you at the southeast part of the island, so you can battle the magimech master near that position and the one along the trail to the northwest. The third is outside of Ara Memoriae, but first you can teleport to any town to heal up if you need to, and then teleport to Ara Memoriae in order to face it with full health.

Take advantage of the waystone in the lvory Tower before you report your victory to Caph, because as soon as you tell him the news, you'll be in for the fight of your life. You have to battle one manic magimech and two magimech masters at once, and they are brutal in multiples. Assign both your comrades to focus on healing while Oliver does the dirty work, blasting the foes with Astra spells as he runs in circles so as not to be cornered by these deadly foes.















Task 135—Grave of the Sailors

Unlock

Chapter 7-After completing the main story

Prerequisite:

None

Reward:

Evil eyes x3 and 5,000G

Your target in this bounty hunt is the lone shark that circles the Spindle, the island directly east of Autumnia. To reach it, sail from Hamelin and scan for a whale-like foe near the continent's eastern coast. Unlike most of your whale-like bounty hunt targets, the lone shark is weak to fire, not storm-type spells. Other than that, it behaves similarly, occasionally performing powerful single-target tricks like Wallop and Water Cannon that can deal near-fatal damage to even a character with full HP if you fail to defend in time.

It's weak to fire, which is rare.



	308	308 LONE SHARK					
	SIGN	HP	WEAKNESS	RESISTS			
Ma	- Ô	Unknown	Fire	Physical			

Task 136—Great-Great-Grandsage

Unlock

Chapter 7-After completing the main story

Prerequisite:

None

Reward:

Mirror of truth and 10,000G

If you've completed all of Horace's past puzzles, visit him at the northern tip of Ara Memoriae, where he taught you the Astra spell, and speak to him with the Spirit Medium spell. As is his wont, Horace tells you a story and then asks a question. Get it right, and he'll float off to somewhere to prepare his next quiz. This time, you can follow him immediately, and you'll need to chase him to five different locations and answer five different questions to complete this task. Horace's questions are a bit easier this time around, mostly focusing on information you should remember from playing through the game, and while he won't tell you where he'll appear next, you can usually guess it from the topic of his previous conversation. The locations and answers are below, so don't read them if you don't want to be spoiled! Your reward for this long and challenging task is the formulae for Oliver, Esther, and Swaine's best weapons, and the only ingredient you need to alchemy up Oliver's Sky Tree Wand right now.

After you answer his question at Ara Memoriae ("Mornstar"), his next appearance is at the north end of the Tombstone Trail, at the crypt where you originally found Mornstar. The next question is about the King of Cobras, who is none other than "Aapep."

That is a pretty clear hint as to his next destination—the boss room in the Vault of Tears. There, he will ask you about a prophecy from the last page of The Wizard's Companion, and the answer to his question is "Pea."

Next he will talk about a cave that lets someone see into the past. Remember the flashback Oliver had in an icy cave? You should go to the upper level of the Glittering Grotto, south of the passage that leads to the lower floor. When you arrive, Horace's next question requires deciphering the word on Oliver's original stick wand. The answer to his question is "Bring Hope."

For his final quiz question, you'll need to meet him at the Council of Twelve meeting room at the end of the Ivory Tower. The final question is about the powerful book you've been using from the start of your journey, and the answer of course is "The Wizard's Companion."













Task 137—Incredible Ulk

Unlock:

Chapter 7—After completing the main story

Prerequisite:

None

Reward:

Clump of troll's tears x3 and 5,000G

Your target in this bounty task is by the lake on the grassy ridge north of the Deep Dark Wood. This is an extremely tough foe that can use a variety of powerful physical attacks. Defense-boosting buffs like Esther's Refrain will help a lot, as will high-level familiars with physical resistances.



1	333	333 ULK				
	SIGN	HP	WEAKNESS	RESISTS		
120	- ģ-	Unknown	_	_		

Task 138—Warbird of Prey

Unlock:

Chapter 7—After completing the main story

Prerequisite:

None

Reward:

Pairs of angel's wings x3 and 5,000G

Your target in this bounty task is the giant purple bird flapping around on Swan Island, the largest island of the chain off the northeast coast of the Summerlands. This pesky foe has high defense and magical defense scores and a lot of HP, and will mess with your strategies by using Nix tricks and stealing your cash with the Pilfer trick. Use buffs like War Cry or Enlighten to boost your offensive abilities, so you can end the fight more quickly, and keep an eye on your delegated healer so you can have someone else fill in if he or she gets nixed.



4	334	WARBIRD			
-	SIGN	HP	WEAKNESS	RESISTS	
	· o	Unknown	_	_	

Solosseum and Casino

The Solosseum

At a certain point in the game, the Temple of Trials begins hosting combat tournaments in an arena known as the Solosseum. The Supreme Sage Solomon hosts the tournament and can even exchange rare tickets for familiars. However, if you want to compete, you must speak to Umbopa, Solomon's assistant. These tournaments are among the game's greatest challenges, and offer rare and exclusive items as rewards. There are six ranks in all, and each rank must be completed to unlock the next rank. (The highest rank—Rank S—also requires completion of the game.) Completed ranks can be replayed as often as you like, although the rewards are less impressive the second time around. The prizes are the only tangible rewards for the Solosseum battles—no experience points are awarded, no items are dropped, nothing can be stolen, and no familiars can be recruited here.



Strict rules make the Solosseum challenges a battle of endurance. You have to fight multiple rounds of foes, with no HP or MP recovery and no opportunity to heal between rounds (although unconscious characters will revive with I HP at the start of the next round). Item use is forbidden, so you have to parcel out your MP very carefully; as a general rule, you want to use the Tactics menu to forbid your comrades from using any MP-consuming abilities without your permission, or you'll find yourself out of MP for the final and hardest battle of each rank.





Solosseum Challenges

RANK	# OF ROUNDS	UNLOCK CONDITION	PRIZE (FIRST VICTORY)	PRIZE (SUBSEQUENT VICTORIES)		
Е	3	Complete Walkthrough Chapter 4	Dragon Tusk and 2,000G	Cheeseburgers ×3		
D	3	Beat Rank E	Hot-Blooded Badge and 5,000G	Sage's Secret		
С	3	Beat Rank D	Dress Armor and 10,000G	Sprite Dew		
В	3	Beat Rank C	Harrowfang and 15,000G	Tonic		
А	4	Beat Rank B	Heart of the Muse and 20,000G	Nostrum		
S	4	Beat Rank A and Complete Main Story	Mandragorer Ticket and 30,000G	Great Sage's Secret		

Rank E Strategies

With two-thirds of your foes being weak to fire, you should field familiars who know strong fire-type attacks (particularly area attacks, which will come in handy against the three bunchers) or at least wield weapons that deal fire-type damage. In the first round, have everyone target the ruff immediately; its Earsplitter trick makes it far and away the most dangerous foe on the battlefield. The second battle is the easiest, especially if you can exploit your foes' weakness to fire, but keep in mind that the creatures in the final round are far tougher than the ones in the first two, so try to leave one buncher alive and heal everyone up towards the end of round two. In the final round, the relatively low magical defense of the danglerfish, combined with its weakness to fire, makes it the most vulnerable enemy. Target it with your fire-type spells and tricks, and order your comrades to attack your target so you can pick it off early.



Round I



Final Round



Round 2

ROUND I



RUFF



MINOR BYRDE



BUBBUD

ROUND 2



YELLOW BUNCHER



YELLOW BUNCHER



GREEN BUNCHER





DANGLERFISH



INPHANT



DINOCEROS

Rank D Strategies

While it's generally best to save your MP for healing, casting a particularly effective offensive spell can save MP by reducing the need for healing later. Your foes in the first round are all weak to water and are weaker to magic than physical attacks, making them a prime target for an area-effect water spell. (If you have Oliver's Unleash spell, it may be worth the hefty MP cost to unleash Cerboreas's Howling Blizzard.) The fire-focused familiars you fielded in the Rank E battle will come in handy against your foes in the second round, but make sure to save most of your MP for the final battle. The shellraiser has a high physical defense score (which it can augment further), so attack it with spells (any type except water) if possible. If you don't have enough MP to pull that off, use what little MP you do have to either buff your fighters' attack scores or reduce the shellraiser's defense.



Round I



Final Round

Round 2

ROUND I



006

CUTPURRSE



PURRLOINER



PURRLOINER

ROUND 2



PLESSIE



SPLISHER



HOORAY

ROUND 3



SHELLRAISER

Rank C Strategies

You won't find any teams that share a common vulnerability in this rank, and your early foes tend to be stronger against spells than they are against physical attacks. Have Oliver save his MP for the final round, and have your comrades spend their MP on healing or buffs instead of offensive spells. In the first round, it is tempting to try to exploit the mohawk's and spike tyke's elemental weaknesses and pick one off quickly, but it's actually the duncecap that should be your first target; otherwise, it will simply heal whatever damage you do to its companions. In the second round, have everyone target the sprout sprite and stay on it with aggressive physical attacks; you can't allow it to immobilize your team with its mass sleep trick and then heal its own team.

The beam-man foe in the final round is a powerful fighter that can perform Bolt from the Blue (defend if you can) and inflict the confusion ailment. Order an all-out attack and allow your allies to use their MP freely in hopes that they'll cast



Round I



Final Round



Round 2

Round 2

spells, while Oliver repeatedly targets it with the Pulse spell. Pulse won't hurt it much, since the beam-man is resistant to physical damage, but it will keep it off its feet and give it few opportunities to use its tricks.

ROUND I



MOHAWK





SPIKE TYKE





SHARPER-PARPER

BEAM-MAN

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SPROUT SPRITE **ROUND 3**



SEA NAIAD

Rank B Strategies

The first round of this rank can be brutal, as all three of your foes are capable of performing elemental attacks Earsplitter to deal massive amounts of damage to your party. Sasquishes and sasquashes are vulnerable to the sleep ailment, so if one of your familiars can exploit that with a trick like Rock-a-Bye Baby, great. Otherwise, don't be shy about spending MP on powerful fire spells to end the battle quickly. Your foes in the second round inflict a lot of ailments, but the most dangerous ailment is the confusion caused by the sunshade. Order your allies to follow your lead as you aggressively pound the sunshade with attacks to head off its tricks. In the final round, soak out the weaker firefry with water-type spells so you can focus your attention on the deadlier magmadame. Exploit its vulnerability to water with water-type spells if you have the MP left to cast them, and make sure you're ever ready to order an all-out defense if it begins performing its massdamage Palava trick. Defending Palava can earn you a gold



Round I



Final Round

glim that can be very valuable in this battle, especially if used by a familiar with a water-type miracle move.

ROUND I



SASQUISH



PAPA SASQUASH



MAMA SASQUASH

ROUND 2



SUNSHADE



STARSHADE



LIGHTSHADE



MAGMADAME



FIREFLY



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Rank A Strategies

With four rounds and 12 foes in all, this rank will tax your endurance to the limit. At least the first round is relatively easy; your foes are weak to magic and vulnerable to storm, so the Thunderstorm spell will make short work of them. In the second round, the big daddy is both the deadliest and most vulnerable foe; blast it with singletarget water tricks from your familiars while other familiars attack it directly, so it can't perform Bolt from the Blue effectively. Thunderstorm and other storm-type spells will be strong again in round 3, and should help soften up the smoggy fug and grimpaler. But don't waste too much MP here; this is one of the easier rounds, and you'll need a lot of MP to survive in the final round.

If you enter the final round with MP to spare, have Oliver cast Astra to deal heavy damage to the hoggle-boggle while weakening everyone else. But if you're short on MP, the more efficient way to approach this battle is to have everyone pile onto the honky-tonker, who is both a powerful fighter and capable of using a mass-confusion trick, while anyone with MP left handles healing duties.



Round I



Round 3



Round 2



Final Round





WHACKRABBOT



ROUND I

JACKRABBOT



RABBOT

ROUND 2



RELIXX



BIG DADDY



KNIGHTINGALE

ROUND 3



SMOGGY FUG



GRIMPALER



GOBFORSAKEN

FINAL ROUND



HOGGLE-BOGGLE



GREATER NAIAD



HONKY-TONKER

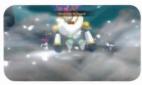
Rank S Strategies

This is an extremely difficult series of battles, so prepare your team well in advance. Most of your foes are weak to water, so use familiars who can exploit that weakness, and make sure they're equipped with water-type tricks. Tricks and shots that inflict status conditions generally aren't very reliable, but you can up your odds of success by attempting to inflict ailments that your target is especially weak to. In the first round, your foes are weak to the nix condition, so any familiar with the Tricksy Nixy trick or Oliver's Cloudburst spell will have a great shot at sealing away the instantly lethal Darkness Beckons trick of the killo'-the-wisp and the wispula. You can also use confusioninflicting effects, like Swaine's Scattershot, to try to turn round three's medixx and round four's gold mite against their comrades. Even with those foes being particularly vulnerable to confusion, it's still not a sure thing, but it makes a huge difference if you can pull it off.

The final round of this battle is all about the gold mite, who can deal devastating amounts of damage with its Cut Loose attack. Keep trying to get it confused, and then pound it with water-type spells. Order your party members to fight freely and attack your target in hopes of taking it out as quickly as possible. If you have the MP to spare, Thunderstorm is a great spell; it will do a little damage, but more importantly it will disrupt the golden trio, knock them to the ground, and even release several glims. In fact, if you have enough MP between Marcassin and Oliver, it is possible to juggle all of the creatures continually before they can pull off their tricks.



Round I



Round 3



Round 2



Final Round

ROUND 1

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BONE BRIGADIER



WISPULA



KILL-O'-THE-WISP

ROUND 2



DON KEY



CAPTAIN WHAMTASTIC

ROUND 3



MAGIMECH SENTRY



MEDIXX



PALADIN PARTRIDGE

FINAL ROUND



GOLDEN MITE



GOLDEN DRONGO



GOLDEN HURLY

The Crypt Casino

After clearing the Tombstone Trail, you can return to visit the casino near its entrance whenever you're in the mood for a little R&R. The casino offers four games with a mixture of luck and skill, and—to tempt you to play them—a few rare items that can be purchased with buckets of casino chips. Players are free to play as much or as little of each game as they like; there is nothing at stake here beyond the chips and two trophies that are earned for redeeming chips for prizes.



The casino sells chips for five guilders a piece, and once you've built up a few thousand chips, you can redeem them for one of 16 prizes. Only the first two tiers of prizes (Rank C and B) are initially available: The third tier, Rank A, unlocks after the first manna purification event. The fourth and final tier is Rank S, which unlocks only in the post-game, after the game's main story is completely finished. All the prizes in Rank S are tickets that allow you to watch the game's event scenes in the casino's post-game-only RIP room.





Beating the House: The most lucrative game in the casino is Platoon, but if all you care about is the prizes and trophies, you needn't play anything all. To earn both casino-related trophies, you need to redeem chips for the four Rank S prizes. But after you clear the main story, you may well have enough money on hand to flat-out buy them; they cost 75,000 worth of chips, which works out to 375,000 in guilders. You can even exit and reload your game once you've bought the prizes to keep the trophies and regain your cash.



Rank C Prizes

	PRIZE	COST	DESCRIPTION
	Crownberries	2,000 Chips	A rare ingredient for alchemy
8	Big Babana	2,000 Chips	A rare ingredient for alchemy
å	Sprite Dew	2,500 Chips	A provision that heals 200HP for each party member
Ó	Medal of Agility	5,000 Chips	An accessory that boosts movement speed

Rank B Prizes

	PRIZE	COST	DESCRIPTION
Jag .	Bluster Blade	10,000 Chips	A sword that deals storm-type damage
A	Great Sage's Secret	15,000 Chips	An armament that provides immunity to the nix ailment
1100	Idler Ticket	25,000 Chips	A provision that fully restores a party member's HP and MP
1100	Tin-Man Ticket	99,999 Chips	A ticket that can be redeemed for an idler familiar

Rank A Prizes

PRIZE	COST	DESCRIPTION
Jumbo Sundrop	3,000 Chips	Allows a sun-sign familiar to metamorphose into a final form
Jumbo Stardrop	3,000 Chips	Allows a star-sign familiar to metamorphose into a final form
Jumbo Moondrop	3,000 Chips	Allows a moon-sign familiar to metamorphose into a final form
Jumbo Planetdrop	3,000 Chips	Allows a planet-sign familiar to metamorphose into a final form

Rank S Prizes

PRIZE	COST	DESCRIPTION
Bronze Ticket	10,000 Chips	A ticket that allows you to view event scenes in the RIP room
Silver Ticket	15,000 Chips	A ticket that allows you to view event scenes in the RIP room
Golden Ticket	20,000 Chips	A ticket that allows you to view event scenes in the RIP room
Platinum Ticket	30,000 Chips	A ticket that allows you to view event scenes in the RIP room

Slot Machines

There are a dozen slot machines in the casino, and while they play out like conventional one-armed bandits, they do offer two unique twists. First, the basics: You can stake between 10 and 90 chips on each pull, and your goal is to get three of a kind either horizontally or diagonally across the three reels. The payouts are written on the machine, but as you can see, they aren't very generous. (But you do get 50 chips, no matter what you wagered, for each 7 that you pull.)

The first twist involves something called the Mega Mode. Whenever you get a row of three, one of the ghostly wisps in the corner of the machine lights up (two light up if you hit three pumpkins), which fills the Chance Meter. When the meter is full and you pull off another row of three, you'll enter Mega Mode, where all of the payoffs are doubled. While in this mode you can't light the wisps, and one wisp blinks out with each pull, so unless you can use an item to extend it, Mega Mode will only last for seven pulls.



The second twist involves the aforementioned items. Every now and then, three treasure boxes appear at the bottom of the screen, and after your pull, one will open and an item comes out. Some items are bad—speeding up the reels, wiping out your chance meter, or stealing a few chips. But a few items have useful effects, and these go into a three-slot inventory to be used whenever you like. (To use an item, select it with L1 or R1 and press

■. These items can fill your chance meter or even slow down the reels, making it easier to hit the big payoffs like the triple 7. Certain items seem to be more common in certain slot machines, so try them out to find the one you like best.



Slot Machine Items

SIOL IVI	Siot Machine Items								
N	AME	DESCRIPTION							
666	Slow Reels	Slows down the rotation speed of the reels, making it easier to stop them at an advantageous position (use with .).							
C C	Chance Up	The purple and blue version of this item lights three wisps on your chance meter; the rainbow-colored one fills it completely (use with .)							
	Free Chips	You receive a bonus amount of chips equal to 5–10 times the amount you wagered (triggers automatically).							
ccc	Speed Reels	Hastens the rotation speed of the reels, making it harder to stop them at an advantageous position (triggers automatically).							
	Chance Down	Ends bonus mode and extinguishes all wisps from your chance meter (triggers automatically).							
***	Lose Chips	You lose an additional amount of chips equal to 1–5 times the amount you wagered (triggers automatically).							

Blackjack

The blackjack table at the Tombstone Trail Casino plays a conventional game of 21 with no special twists. You're dealt two cards and can continue to have the dealer deal you additional cards (by selecting "hit") until you choose to stand. Your goal is to get as close to the number 21 as possible without going over, which will cause you to instantly lose. Face cards are worth 10 points, aces are worth 11, unless that would put you over 21, in which case they're worth 1. Every other card is worth its face value. You can bet 10, 50, or 100 chips on each hand, and you earn twice what you bet for a normal win and four times that amount for hitting a blackjack (21 points exactly).



Beating the House: Without some way to count cards, there's really no consistent way to overcome the traditional house advantage at blackjack. Just remember the fundamentals of the game: If your cards total 11 or less, hit. If they total 17 or higher, stand. If you're somewhere in the middle, take a look at the dealer's face up card, and only hit if it's a 7 or higher.

Platoon

Platoon is an original card game, and once you learn it, it's probably the easiest way to win big at the casino. The computer Al is pretty easy to beat, and you can go double-or-nothing every time you win (starting from an initial bet of 200 chips), which allows you to build up to much higher stakes than are offered by any of the other games. It's a fun game to play, and it isn't as complicated as it may sound.



At the start of the game, you're dealt 10 cards, and you have to organize them into five platoons. Your foot soldiers are the number cards, and each has a strength corresponding to its number. (The jack and queen are also standard soldiers, with a strength of 10 each.) Fundamentally, battles are won based on the strength of the platoon; if your cards total 18, and the enemy's total 15, you win.

The king, bishop, and wizard are special cards with special rules: The king's platoon always wins, unless the opponent has a king of their own (in which case the totals are tallied as normal) or a bishop. The bishop always loses, unless the opponent has a king; then it wins. The wizard swaps both players' platoons, so if you would have won, you'll lose instead, and vice versa. (The wizard can't be in a platoon by itself; it needs at least one companion.)



Once your platoons are built, the dealer will ask you to pick one that you're confident will win, and you'll stake half your bet on its ability to do so. Every platoon is beatable, but if you choose a platoon with a king, a wizard paired with a bishop, or a wizard paired with a low card, the odds are good that it can beat 4 out of 5 of your opponent's platoons. Once you've chosen your champion, you'll draw cards to see who gets to play first. The winner gets to choose one of their platoons to challenge an enemy platoon, knowing nothing more about the enemy's strategies than the number of cards in the platoon. The cards are flipped over, the results are tallied, and then the other player gets to choose the next matchup. If you win at least three out of the five matchups, you win the game.



Platoon Cards in Brief



Pawn: Possess a strength based on their number, except that the jack and queen are worth 10 each.



King: The king's platoon always wins, regardless of its strength, except against kings with higher strength or aces.



Bishop: The bishop always loses, unless the enemy platoon has a king.



Wizard: The wizard switches platoons with the opponent before tallying the values.

Beating the House: Much of the game's strategy comes from playing the special cards in clever ways. For example, if you have a bishop and a wizard, you can make a platoon that will immediately swap with the foe and cause them to lose, unless their platoon has a king. Your king can be a one-man conqueror, but you may want to pair it with a weak card just so it isn't too obvious what you're trying to pull. Higher cards are usually best paired together to make simple, strong armies that can beat anything without a king or a wizard.

Double Cross

Double Cross is a continuation of the game you played in the Temple of Trials, in which you use the controller's dual analog sticks to control Oliver and Esther simultaneously. In terms of difficulty, it picks up right where the trials left off and grows more difficult with each subsequent stage.



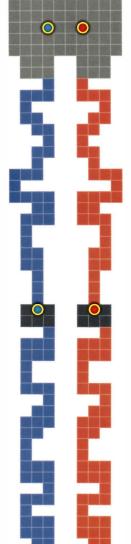
To play, you have to stake 50 chips, which buys you a single try at your chosen stage. If you win, you'll get a predetermined amount of chips as a reward, based on the difficulty of the stage. Clearing each stage unlocks the next, but you can replay the old stages as often as you like to earn the same reward. When it comes to Double Cross, practice makes perfect, so you may want to save your game, spend a bunch of chips to learn the layout of each stage, and then reload your game to perform it for real. Also, make sure to study the maps we've included to get comfortable with the layout of the courses and how to navigate them.

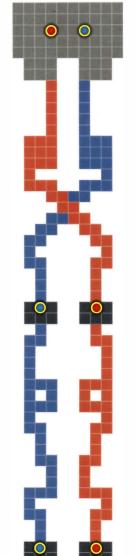


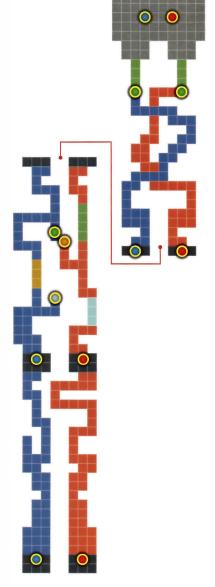
Double Cross Prizes

STAGE	PRIZES
Stage I	100 Chips
Stage 2	250 Chips
Stage 3	500 Chips
Stage 4	1,000 Chips
Stage 5	3,000 Chips

Beating the House: The best way to cheat at Double Cross is to recruit another player to handle Esther with the right analog stick while you focus on controlling Oliver with the left one. Sharing a controller can be a bit intimate, but the game is infinitely easier when you only have to focus on a single character.







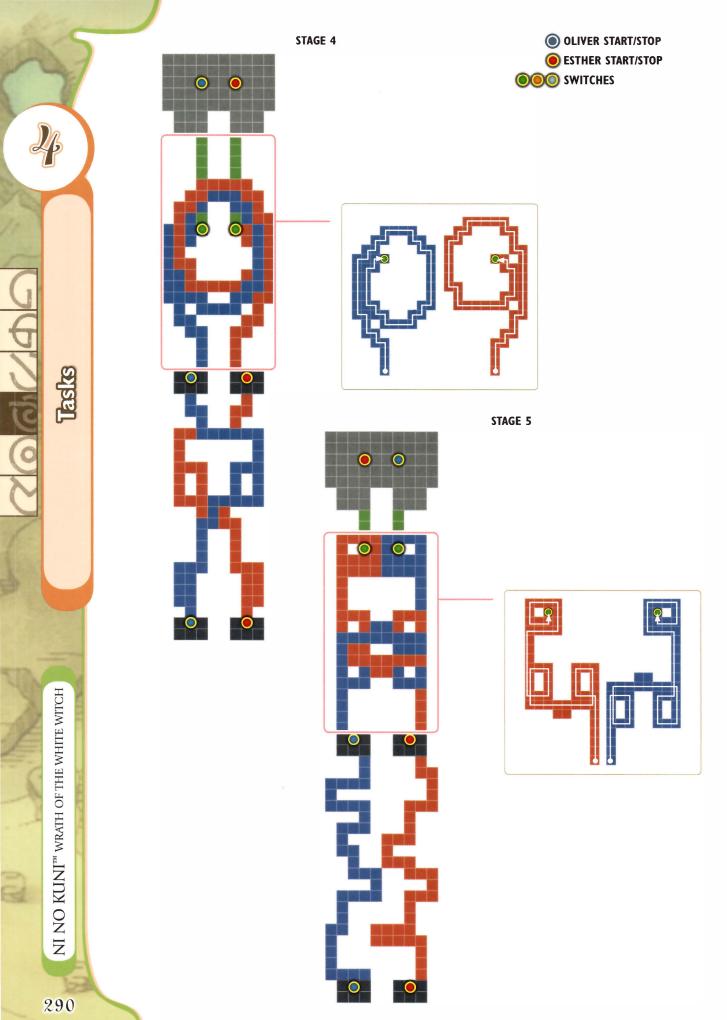


ESTHER START/STOP

SWITCHES

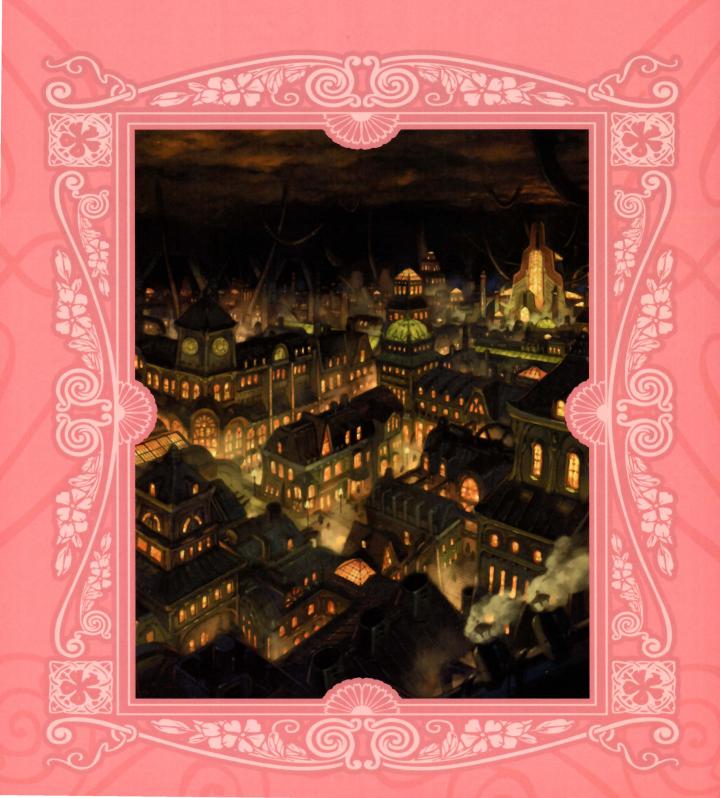
PRIMA® OFFICIAL GAME GUIDE

Solosseum and Gasino





Appendix





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236	_					
237 Kipper						_
□ 238 □ Red Napper □ 303 Magmadonna □ 239 □ Sweet Bream □ 304 Magmadiva □ 240 □ Siestar Fish □ 305 Hubber Blubber □ 241 □ Hullaballoon □ 306 Blubber Bubbler □ 242 □ Balloonatic □ 307 Prince Of Whales □ 243 □ Hot-Air Balloonatic □ 308 Lone Shark □ 244 □ Vater Balloonatic □ 309 Fug □ 245 □ Auroralynx □ 310 Dusty Fug □ 245 □ Auroralynx □ 311 Smoggy Fug □ 247 □ Astralynx □ 312 Grubby Fug □ 248 □ Dualynx □ 313 Magimech □ 249 □ Shonky-Honker □ 314 Manic Magimech □ 250 □ Sharper-Parper □ 315 Magimech Master □ 251 □ Trumpy-Pumper □ 316 Magimech Master □ 252 □ Honky-Tonker □ 317 Collum □ 253 □ Ice Maiden □ 318 Doric Collum □ 254 <td></td> <td></td> <td></td> <td></td> <td></td> <td>0</td>						0
239	_					0
240 Siestar Fish						o a
241 Hullaballoon						0
242				_		
243		-				
244 Water Balloonatic 309 Fug 245 Auroralynx 310 Dusty Fug 246 Umbralynx 311 Smoggy Fug 247 Astralynx 312 Grubby Fug 248 Dualynx 313 Magimech 249 Shonky-Honker 314 Manic Magimech 250 Sharper-Parper 315 Magimech Sentry 251 Trumpy-Pumper 316 Magimech Master 251 Tehnky-Tonker 317 Collum 252 Le Maiden 318 Doric Collum 254 Led Queen 320 Auric Collum				_		
□ 245 Auroralynx □ 310 Dusty Fug □ 246 Umbralynx □ 311 Smoggy Fug □ 247 Astralynx □ 312 Grubby Fug □ 248 □ Dualynx □ 313 Magimech □ 249 Shonky-Honker □ 314 Manic Magimech □ 249 Shonky-Honker □ 314 Magimech Sentry □ 250 Sharper-Parper □ 315 Magimech Sentry □ 251 □ Trumpy-Pumper □ 316 Magimech Master □ 251 □ Trumpy-Pumper □ 316 Magimech Master □ 251 □ Trumpy-Pumper □ 316 Magimech Master □ 252 □ Honky-Tonker □ 317 Collum □ 253 Ice Maiden □ 318 Doric Collum □ 254 Ice Queen □ 319 Ionic Collum □ 255 Eldritch Empress □ 320 Auric Collum □ 256 Sinister Sovereign □ 321 Earth Ogrrr □ 257 Uightshade □ 322 Water Ogrrr □ 258						
246						
□ 247 Astralynx □ 312 Grubby Fug □ 248 □ Dualynx □ 313 Magimech □ 249 Shonky-Honker □ 314 Manic Magimech □ 250 Sharper-Parper □ 315 Magimech Sentry □ 251 Trumpy-Pumper □ 316 Magimech Master □ 251 Trumpy-Pumper □ 316 Magimech Master □ 252 □ Honky-Tonker □ 317 Collum □ 253 Ice Maiden □ 318 Doric Collum □ 254 Ice Queen □ 319 Ionic Collum □ 255 Eldritch Empress □ 320 Auric Collum □ 255 Eldritch Empress □ 321 Earth Ogrrr □ 257 Lightshade □ 322 Water Ogrrr □ 258 </td <td></td> <td></td> <td>·</td> <td></td> <td></td> <td></td>			·			
□ 248 □ Dualynx □ 313 Magimech □ 249 Shonky-Honker □ 314 Manic Magimech □ 250 Sharper-Parper □ 315 Magimech Sentry □ 251 Trumpy-Pumper □ 316 Magimech Master □ 251 Honky-Tonker □ 317 Collum □ 253 Ice Maiden □ 318 Doric Collum □ 254 Ice Queen □ 319 Ionic Collum □ 255 Eldritch Empress □ 320 Auric Collum □ 255 Eldritch Empress □ 320 Auric Collum □ 255 Eldritch Empress □ 320 Auric Collum □ 256 Sinister Sovereign □ 321 Earth Ogrrr □ 257 Lightshade □ 322 Water Ogrrr □ 258 Sunshade □ 322 Water Ogrrr □ 259 Starshade □ 324 Fire Ogrrr □ 259 Starshade □ 325 Fluvius Maximus □ 261 Shrimpaler □ 326 Tempestus Majora □ 261 <td< td=""><td></td><td></td><td></td><td></td><td></td><td></td></td<>						
249						
250	_					
□ 251 □ Trumpy-Pumper □ 316 Magimech Master □ 252 □ Honky-Tonker □ 317 Collum □ 253 □ Ice Maiden □ 318 Doric Collum □ 254 □ Ice Queen □ 319 Ionic Collum □ 255 □ Eldritch Empress □ 320 Auric Collum □ 255 □ Eldritch Empress □ 320 Auric Collum □ 256 □ Sinister Sovereign □ 321 Earth Ogrrr □ 257 □ Lightshade □ 322 Water Ogrrr □ 258 □ Sunshade □ 323 Ice Ogrrr □ 259 □ Starshade □ 324 Fire Ogrrr □ 260 □ Nightshade □ 325 Fluvius Maximus □ 261 □ Shrimpaler □ 326 Tempestus Majora □ 261 □ Shrimpaler □ 327 Igneous Supremus □ 262 □ Impaler □ 328 Celestius Primus □ 263 □ Grimpaler □ 329 Shellraiser □ 264 □ Hymnpaler □ 329 Shellshocker □	_ =		·	_		_
252	_					
253 Ice Maiden						_
254			•	_		
□ 255 Eldritch Empress □ 320 Auric Collum □ 256 Sinister Sovereign □ 321 Earth Ogrrr □ 257 Lightshade □ 322 Water Ogrrr □ 258 Sunshade □ 323 Ice Ogrrr □ 259 Starshade □ 324 Fire Ogrrr □ 260 Nightshade □ 325 Fluvius Maximus □ 261 Shrimpaler □ 326 Tempestus Majora □ 262 Impaler □ 327 Igneous Supremus □ 263 Grimpaler □ 328 Celestius Primus □ 264 Hymnpaler □ 329 Shellraiser □ 265 Relixx □ 330 Shellfire □ 265 Relixx □ 331 Shellshocker □ 266 Electrixx □ 331 Shellshocker □ 267 Medixx □ 332 Shellmet □ 268 Angelixx □ 333 Ulk □ 269 Boggly-Boo □ 334 Warbird □ 270 Bigger-Boggle □ 335						
□ 256 Sinister Sovereign □ 321 Earth Ogrrr □ 257 Lightshade □ 322 Water Ogrrr □ 258 Sunshade □ 323 Ice Ogrrr □ 259 Starshade □ 324 Fire Ogrrr □ 260 Nightshade □ 325 Fluvius Maximus □ 261 Shrimpaler □ 326 Tempestus Majora □ 262 Impaler □ 327 Igneous Supremus □ 263 Grimpaler □ 328 Celestius Primus □ 264 Hymnpaler □ 329 Shellraiser □ 265 Relixx □ 330 Shellfire □ 265 Relixx □ 330 Shellshocker □ 267 Medixx □ 332 Shellmet □ 268 Angelixx □ 333 Ulk □ 269 Boggly-Boo □ 334 Warbird □ 270 Bigger-Boggle □ 335 Guardian of the Woods □ 271 Hoggle-Boggle □ 336 Guardian of the Woods □ 272 Moggle-Boggle □ 337 Hickory Dock □ 273 Bougie □ 339				_		
□ 257 □ Lightshade □ 322 Water Ogrrr □ 258 □ Sunshade □ 323 Ice Ogrrr □ 259 □ Starshade □ 324 Fire Ogrrr □ 260 □ Nightshade □ 325 Fluvius Maximus □ 261 □ Shrimpaler □ 326 Tempestus Majora □ 262 □ Impaler □ 327 Igneous Supremus □ 263 □ Grimpaler □ 328 Celestius Primus □ 264 □ Hymnpaler □ 329 Shellraiser □ 265 □ Relixx □ 330 Shellfire □ 265 □ Relixx □ 331 Shellshocker □ 267 □ Medixx □ 332 Shellmet □ 268 □ Angelixx □ 333 Ulk □ 269 □ Boggly-Boo □ 334 Warbird □ 270 □ Bigger-Boggle □ 335 Guardian of the Woods □ 271 □ Hoggle-Boggle □ 336 Guardian of the Woods □ 272 □ Moggle-Boggle □ 337 Hickory Dock □ 273 □ Bougie □ 339 Gladiataur □ 274 □ Boo-Bougie		9	·			Auric Collum
258 Sunshade 323 lce Ogrrr 259 Starshade 324 Fire Ogrrr 260 Nightshade 325 Fluvius Maximus 261 Shrimpaler 326 Tempestus Majora 262 Impaler 327 Igneous Supremus 263 Grimpaler 328 Celestius Primus 264 Hymnpaler 329 Shellraiser 265 Relixx 330 Shellfire 266 Electrixx 331 Shellshocker 267 Medixx 332 Shellmet 268 Angelixx 333 Ulk 269 Boggly-Boo 334 Warbird 270 Bigger-Boggle 335 Guardian of the Woods 271 Hoggle-Boggle 337 Hickory Dock 272 Moggle-Boggle 338 Hickory Dock 273 Bougie 339 Gladiataur 274 Boo-Bougie 340 Gladiataur 275 Bougieman 341 Rusty's Nightmare 278 Ghost Wisperer		9	_			Earth Ogrrr
259	_	9	0	□ 322		Water Ogrrr
□ 260 Nightshade □ 325 Fluvius Maximus □ 261 Shrimpaler □ 326 Tempestus Majora □ 262 Impaler □ 327 Igneous Supremus □ 263 Grimpaler □ 328 Celestius Primus □ 264 Hymnpaler □ 329 Shellraiser □ 265 Relixx □ 330 Shellfire □ 266 Electrixx □ 331 Shellshocker □ 267 Medixx □ 332 Shellmet □ 268 Angelixx □ 333 Ulk □ 269 Boggly-Boo □ 334 Warbird □ 270 Bigger-Boggle □ 335 Guardian of the Woods □ 271 Hoggle-Boggle □ 336 Guardian of the Woods □ 272 Moggle-Boggle □ 337 Hickory Dock □ 273 □ Bougie □ 338 Hickory Dock □ 274 □ Boo-Bougie □ 340 Gladiataur □ 275 □ Bougieman □ 341 Rusty's Nightmare □ 276 □ Wisp □ 342 Bashura	_	9	Sunshade	□ 323		Ice Ogrrr
□ 261 Shrimpaler □ 326 Tempestus Majora □ 262 Impaler □ 327 Igneous Supremus □ 263 Grimpaler □ 328 Celestius Primus □ 264 Hymnpaler □ 329 Shellraiser □ 265 Relixx □ 330 Shellfire □ 266 Electrixx □ 331 Shellshocker □ 267 Medixx □ 332 Shellmet □ 268 Angelixx □ 333 Ulk □ 269 Boggly-Boo □ 334 Warbird □ 270 Bigger-Boggle □ 335 Guardian of the Woods □ 271 Hoggle-Boggle □ 336 Guardian of the Woods □ 272 Moggle-Boggle □ 337 Hickory Dock □ 273 □ Bougie □ 338 Hickory Dock □ 274 □ Boo-Bougie □ 340 Gladiataur □ 275 □ Bougie-Woogie □ 340 Gladiataur □ 276 □ Bougieman □ 341 Rusty's Nightmare □ 278 Ghost Wisperer □ 343 Bashura	259	>	Starshade	324		Fire Ogrrr
262	260	9	Nightshade	□ 325		Fluvius Maximus
□ 263 □ Grimpaler □ 328 Celestius Primus □ 264 □ Hymnpaler □ 329 Shellraiser □ 265 □ Relixx □ 330 Shellfire □ 266 □ Electrixx □ 331 Shellshocker □ 267 □ Medixx □ 332 Shellmet □ 268 □ Angelixx □ 333 Ulk □ 269 □ Boggly-Boo □ 334 Warbird □ 270 □ Bigger-Boggle □ 335 Guardian of the Woods □ 271 □ Hoggle-Boggle □ 336 Guardian of the Woods □ 272 □ Moggle-Boggle □ 337 □ Hickory Dock □ 273 □ Bougle □ 338 □ Hickory Dock □ 274 □ Boo-Bougle □ 339 Gladiataur □ 275 □ Bougle-Woogle □ 340 Gladiataur □ 276 □ Bougleman □ 341 Rusty's Nightmare □ 278 □ Ghost Wisperer □ 343 Bashura	□ 261		Shrimpaler	□ 326		Tempestus Majora
264	262	9	Impaler	□ 327		Igneous Supremus
265 Relixx 330 Shellfire 266 Electrixx 331 Shellshocker 267 Medixx 332 Shellmet 268 Angelixx 333 Ulk 269 Boggly-Boo 334 Warbird 270 Bigger-Boggle 335 Guardian of the Woods 271 Hoggle-Boggle 336 Guardian of the Woods 272 Moggle-Boggle 337 Hickory Dock 273 Bougie 338 Hickory Dock 274 Boo-Bougie 339 Gladiataur 275 Bougie-Woogie 340 Gladiataur 276 Bougieman 341 Rusty's Nightmare 277 Wisp 342 Bashura 278 Ghost Wisperer 343 Bashura	263	9	Grimpaler	□ 328		Celestius Primus
266 Electrixx □ 331 Shellshocker □ 267 Medixx □ 332 Shellmet □ 268 Angelixx □ 333 Ulk □ 269 Boggly-Boo □ 334 Warbird □ 270 Bigger-Boggle □ 335 Guardian of the Woods □ 271 Hoggle-Boggle □ 336 Guardian of the Woods □ 272 Moggle-Boggle □ 337 Hickory Dock □ 273 Bougie □ 338 Hickory Dock □ 274 Boo-Bougie □ 339 Gladiataur □ 275 □ Bougie-Woogie □ 340 Gladiataur □ 276 □ Bougieman □ 341 Rusty's Nightmare □ 277 Wisp □ 342 Bashura □ 278 Ghost Wisperer □ 343 Bashura	264	9	Hymnpaler	□ 329		Shellraiser
267	265	9	Relixx	□ 330		Shellfire
268 Angelixx □ 333 Ulk □ 269 □ Boggly-Boo □ 334 Warbird □ 270 □ Bigger-Boggle □ 335 Guardian of the Woods □ 271 □ Hoggle-Boggle □ 336 Guardian of the Woods □ 272 □ Moggle-Boggle □ 337 □ Hickory Dock □ 273 □ Bougle □ 338 □ Hickory Dock □ 274 □ Boo-Bougle □ 339 Gladiataur □ 275 □ Bougle-Woogle □ 340 Gladiataur □ 276 □ Bougleman □ 341 Rusty's Nightmare □ 277 □ Wisp □ 342 Bashura □ 278 □ Ghost Wisperer □ 343 Bashura	266	9	Electrixx	□ 331		Shellshocker
268 Angelixx □ 333 Ulk □ 269 □ Boggly-Boo □ 334 Warbird □ 270 □ Bigger-Boggle □ 335 Guardian of the Woods □ 271 □ Hoggle-Boggle □ 336 Guardian of the Woods □ 272 □ Moggle-Boggle □ 337 □ Hickory Dock □ 273 □ Bougle □ 338 □ Hickory Dock □ 274 □ Boo-Bougle □ 339 Gladiataur □ 275 □ Bougle-Woogle □ 340 Gladiataur □ 276 □ Bougleman □ 341 Rusty's Nightmare □ 277 □ Wisp □ 342 Bashura □ 278 □ Ghost Wisperer □ 343 Bashura	267	9	Medixx	□ 332		Shellmet
269 Boggly-Boo 334 Warbird 270 Bigger-Boggle 335 Guardian of the Woods 271 Hoggle-Boggle 336 Guardian of the Woods 272 Moggle-Boggle 337 Hickory Dock 273 Bougie 338 Hickory Dock 274 Boo-Bougie 339 Gladiataur 275 Bougie-Woogie 340 Gladiataur 276 Bougieman 341 Rusty's Nightmare 277 Wisp 342 Bashura 278 Ghost Wisperer 343 Bashura		9	Angelixx			Ulk
270 Bigger-Boggle 335 Guardian of the Woods 271 Hoggle-Boggle 336 Guardian of the Woods 272 Moggle-Boggle 337 Hickory Dock 273 Bougie 338 Hickory Dock 274 Boo-Bougie 339 Gladiataur 275 Bougie-Woogie 340 Gladiataur 276 Bougieman 341 Rusty's Nightmare 277 Wisp 342 Bashura 278 Ghost Wisperer 343 Bashura			_			
□ 271 □ Hoggle-Boggle □ 336 Guardian of the Woods □ 272 □ Moggle-Boggle □ 337 Hickory Dock □ 273 □ Bougle □ 338 Hickory Dock □ 274 □ Boo-Bougle □ 339 Gladiataur □ 275 □ Bougle-Woogle □ 340 Gladiataur □ 276 □ Bougleman □ 341 Rusty's Nightmare □ 277 □ Wisp □ 342 Bashura □ 278 □ Ghost Wisperer □ 343 Bashura			007			
□ 272 □ Moggle-Boggle □ 337 Hickory Dock □ 273 □ Bougie □ 338 Hickory Dock □ 274 □ Boo-Bougie □ 339 Gladiataur □ 275 □ Bougie-Woogie □ 340 Gladiataur □ 276 □ Bougieman □ 341 Rusty's Nightmare □ 277 □ Wisp □ 342 Bashura □ 278 □ Ghost Wisperer □ 343 Bashura						
273 Bougie 338 Hickory Dock 274 ② Boo-Bougie 339 Gladiataur 275 ③ Bougie-Woogie 340 Gladiataur 276 ❷ Bougieman 341 Rusty's Nightmare 277 ✓ Wisp 342 Bashura 278 ③ Ghost Wisperer 343 Bashura						
274 ② Boo-Bougie 339 Gladiataur 275 ② Bougie-Woogie 340 Gladiataur 276 ② Bougieman 341 Rusty's Nightmare 277 ② Wisp 342 Bashura 278 ③ Ghost Wisperer 343 Bashura						
□ 275 ② Bougie-Woogie □ 340 Gladiataur □ 276 ② Bougieman □ 341 Rusty's Nightmare □ 277 ② Wisp □ 342 Bashura □ 278 ③ Ghost Wisperer □ 343 Bashura						
□ 276 ☑ Bougieman ☐ 341 ☐ 342 ☐ 342 ☐ 342 ☐ Bashura ☐ 278 ☑ Ghost Wisperer ☐ 343 ☐ Bashura ☐ 343 ☐ Bashura ☐ 343 ☐ 343						
□ 277						
278 Ghost Wisperer 343 Bashura			-	_		
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☐ 2/7 KIII-O -tne-vvisp ☐ 344 Moltaan						
	2/9	4	Niii-o -tne-vvisp	344		Moltaan

345

346

Moltaan

Al-Khemi

280 Wispula

Girlfiend

□ 281

Number	Name	Number		Name
□ 347	Swaine's Nightmare	396		Wretch
348	Royal Jelly	□ 397	4	Toko (golden)
349	Jelly Baby	398	9	Tokotoko (golden)
□ 350	Royal Jelly	□ 399	9	Tokotocold (golden)
□ 351	Jelly Baby	□ 400	9	Docotoko (golden)
352	Porco Grosso	□ 401	9	Draggle (golden)
□ 353	Porco Grosso	402	9	Dragette (golden)
354	Candelabracadabra	□ 403	9	Dragamuffin (golden)
□ 355	Candelabracadabra	□ 404	9	Bedraggle
356	Red Dragon	□ 405	9	Teeny Bopper (golden)
□ 357	Red Dragon	□ 406	0	Big Bopper (golden)
358	Denny's Nightmare	□ 407	9	Duck-Billed Bopper (golden)
□ 359	Аарер	□ 408	0	Unibopper (golden)
□ 360	Aapep	□ 409	~	Inphant (golden)
□ 361	Jetsam	410	9	Psychophant (golden)
□ 362	Cap'n Crossbones	□ 411	9	Triumphant (golden)
□ 363	Cap'n Crossbones	<u> 412</u>	9	Hierophant (golden)
□ 364	Cerboreas	<u></u> 413	9	Tin-Man
□ 365	Cerboreas	414	9	Iron-Man
□ 366	Khulan's Nightmare	415	>	Steam-Man
□ 367	Philip's Nightmare	416	9	Beam-Man
□ 368	Vileheart	<u></u> 417	9	Hog-Goblin (golden)
□ 369	Vileheart	418	9	Gobfather (golden)
□ 370	Vileheart	_ 419	9	Gobspeed (golden)
□ 371	Eternal Knight	□ 420	9	Gobforsaken (golden)
372	Eternal Knight	☐ 421	9	Shonky-Honker (golden)
373	Shadar	422	9	Sharper-Parper (golden)
□ 374	Dark Djinn	423	9	Trumpy-Pumper (golden)
□ 375	King Tom Xiv	□ 424	9	Honky-Tonker (golden)
□ 376	Queen Lowla	☐ 425	9	Draggle
□ 377	Porco Loco	□ 426	9	Dragette
378	Gallus	<u>427</u>	9	Dragamuffin
□ 379	Cassiopeia	□ 428	9	Bedraggle
380	White Witch	<u>429</u>	9	Sapdragon
□ 381	The Zodiarch	<u>430</u>	9	Flapdragon
382	Satellite	<u> 431</u>	9	Scrapdragon
□ 383	The Zodiarch	□ 432	9	Napdragon
384	Satellite	433	9	Mite
385	The Guardian of Worlds	<u>434</u>	9	Mighty Mite
386	The Guardian of Worlds	435	9	Dynamite
387	Wretch	<u>436</u>	9	Mermite
388	Wretch	437	9	Hurly
389	Wretch	438	9	Burly Hurly
390	Wretch	439	9	Hurlcules
391	Wretch	440	9	Hurlabaloo
392	Wretch	441	9	Drongo
393	Wretch	442	9	Strongo
394	Wretch Wretch	443	9	Fluorongo
□ 393	vvreicn	444	9	Electrongo



A means that the creature has a chance to be tamed when defeated.

A red name indicates that a familiar must be acquired through metamorphosis and cannot be captured in the wild.









(100)		8	158		153	Ailment	S	
(Sep)		120			131	Unconciousness	_	
		3	145	0	131	Stun	_	
THE	70 45		ffinities/	Resist	ances	Nix	_	
dix	PI	hysical	- 1	00%	Petrification	_		
HP	390	١	Water		00%	Confusion	_	
EXP	107	1	Light		0%	Blindness	_	
Guilders	186		Fire	Ī	00%	Sleep	_	
Recr	uit	S	torm	I	00%	Poison	_	
9 6	%		Dark	I	50%	Curse —		
Location			Drop			Steal		
Billy Goat's B	luff -	*	coldstone (12%)			groldstone (30%)		
South		w t	tealwood (4%)			Healing Rain gem (5%)		

@ @ 245

Auroralynx

Arcana



Bestiae		Ау	е-Ау	e C	atch	er 👩 🧗	፟፟፟፟፟፟፟፟ ፟፟፟ ፟
250		0	213	•	211	Ailmen	ts
400		8	182	6	187	Unconciousness	_
9	700	-	167	(3)	178	Stun	_
Cult	Live		Affinities/Resistances			Nix	_
SAIR		PI	Physical		00%	Petrification	_
HP	520	٧	Vater	1	00%	Confusion	×
EXP	193	-	Light	- 1	00%	Blindness	Δ
Guilders	270		Fire	Ī	00%	Sleep	0
Recr	uit	S	torm	ŀ	00%	Poison	0
> 4	1%	Dark		I	00%	Curse	-
Location		Drop				Steal	
The Ivory Tower						big babana (30%) griffin's teeth (5%)	



Bestiae)	Ba	abar	ian		C	€ 034	
)	0	74	•	70	Ailment	s	
	}	8	48	•	56	Unconciousness	_	
		-	66	0	76	Stun	_	
69	Af	finities/	Resist	ances	Nix	-		
3	Pł	Physical		00%	Petrification	_		
HP	157	٧	Water		00%	Confusion	_	
EXP	43	I	ight	I	00%	Blindness	Δ	
Guilders	48		Fire	1	50%	Sleep	0	
Recr	uit	S	torm	I	00%	Poison	_	
> 10.	4%	Dark		I	00%	Curse	_	
Location			Drop			Steal		
Friday Island		cake (20%) plainswort (4%)				cake (25%) soretooth ring (5%)		

Nobilia		Al-	Khe	mi			346
1 -	-	0	79	0	74	Ailment	s
1	20	0	52	6	66	Unconciousness	×
4.18	20		69	©	89	Stun	×
100	Af	finities/	Resista	ances	Nix	×	
24	Ph	Physical		00%	Petrification	×	
HP	1520	٧	Vater	60%		Confusion	×
EXP	777	I	ight	tht 100%		Blindness	Δ
Guilders	620		Fire	100%		Sleep	×
Recr	uit	S	torm	1	00%	Poison	×
		I	Dark	1	00%	Curse	×
Location			D	rop		Steal	
Castaway Co		green grapes (8%)			green grapes (2	,	





Nymphae		Beachh	iead	d		4 198
100		\ 101	9	103	Ailmen	ts
612	(3) ~	106	6	86	Unconciousness	_
	7	3 81	0	103	Stun	_
-11.1.	10	Affinities/	Resist	ances	Nix	Δ
		Physical		00%	Petrification	-
HP	222	Water		00%	Confusion	-
EXP	57	Light		00%	Blindness	_
Guilders	104	Fire		00%	Sleep	_
Recr	uit	Storm	50%		Poison	-
> 14	.4%	Dark		00%	Curse	0
Location		D	rop		Steal	
Sea - Northwest of The Summerlands		poison-be-gone (10%) gustplume (5%)			poison-be-go	, ,



0		209	9	216	Ailments		
100		\(\) 177	•	211	Unconciousness	_	
7		3 81	(3)	183	Stun	C	
	7 📇	Affinities/	Resist	ances	Nix	C	
-	~ W	Physical		50%	Petrification	_	
HP	575	Water	- 1	00%	Confusion	Δ	
EXP	188	Light	Light 100%		Blindness	_	
Guilders	253	Fire	Ī	00%	Sleep	_	
Recr	uit	Storm	J	50%	Poison	Δ	
₩ 3	1%	Dark	I	00%	Curse	-	
Location		D	rop		Steal		
The Ivory Tower		blowpipe frosty flan			blowpipe (30%) night armor (5	,	



Dracones		Big	Bo	ppe	r		222	
0.0	7	0	110	0	110	Ailmei	nts	
()		0	34	6	75	Unconciousness	Δ	
do		-	145	0	125	Stun	-	
Co.	and and		finities/	Resist	ances	Nix	-	
		Physical		100%		Petrification	_	
HP	251	W	ater	100%		Confusion	_	
EXP	69	L	ight	100%		Blindness	-	
Guilders	110	1	Fire	100%		Sleep	_	
Recr	uit	Si	torm	150%		Poison	0	
₩ 10	.4%		Dark	I	00%	Curse	_	
Location		Drop				Steal		
Shipwreck Shore		sundrop (20%) slumbernot leAves (4%)			res (4%)	Sundrop (325) Blunt gem (5	,	



Dracones)	Big	g Bop	pe	r (go	lden) 🎉	406		
0		0	243	9	237	Ailmen	its		
1		0	146	•	201	Unconciousness	Δ		
	-	-	258	(3)	238	Stun	_		
		At	Affinities/Resistances			Nix	_		
	PI	Physical		00%	Petrification	_			
HP	639	١	Water		00%	Confusion	_		
EXP	345		Light	100%		Blindness	_		
Guilders	496		Fire	100%		Sleep	_		
Recr	uit	S	torm	150%		Poison	0		
₩ 4.	8%		Dark	Ī	00%	Curse	_		
Locat	ion		D	rop		Stea	Steal		
Deep Dark V (Available po			lanet cry		,	planet crystal	. ,		

Milites		Batterl	norn	₫ 🗞 003		
	1/2/	201	9 197	Ailment	S	
81	138	165	© 154	Unconciousness	0	
N O	\$ 3453		@ 180	Stun	_	
DINGS		Affinities/	Resistances	Nix	_	
xel		Physical	65%	Petrification	_	
HP	507	Water	100%	Confusion	0	
EXP	176	Light	100%	Blindness	_	
Guilders	235	Fire	100%	Sleep	_	
Recr	uit	Storm	100%	Poison	Δ	
₩ 4	1%	Dark	100%	Curse	Δ	
Locat	tion	Di	rop	Steal		
Nazcaä		meteorite f	ragment (12%) se (4%)	meteorite fragment (30%) shield of the pure (5%)		

Daemonia	A	Big	gger-	Bog	ggle	- Ó-	270	
(1)	<i>J</i>)	0	119	0	118	Ailment	s	
(2)	9	0	100	•	87	Unconciousness	Δ	
		-	89	(3)	108	Stun	_	
my m		Af	finities/	Resist	ances	Nix	_	
		Pł	nysical	I	00%	Petrification	0	
HP	277	٧	Vater	100%		Confusion	0	
EXP	73	-	Light	100%		Blindness	_	
Guilders	125		Fire	100%		Sleep	-	
Recr	uit	S	torm	150%		Poison	_	
> 14	.4%	-	Dark	I	00%	Curse	Δ	
Location			Di	rop		Steal		
The Barrens		🗇 b	lindness-t	e-gon	e (10%)	blindness-be-go	one (25%)	
The Barrens		pixie dew (4%)				Splack blade (5%)		







Mortui		Во	ugie			0	© 27
		8	96	0	100	Ailment	s
2	0	2	72	•	68	Unconciousness	\triangle
		-	71	©	92	Stun	_
1	20	Affinities/Resistances			ances	Nix	0
7		Ph	ysical	- 1	00%	Petrification	0
HP	182	٧	/ater	1	00%	Confusion	-
EXP	50	L	ight	100%		Blindness	Δ
Guilders	87		Fire	100%		Sleep	_
Recr	uit	Storm		100%		Poison	_
> 13	3%	[Dark	100%		Curse	_
Location			D	rop		Steal	
Ghostly Gorge			moondrop (20%) carnation cake (3%)			moondrop (32%) strong coffee (18%)	

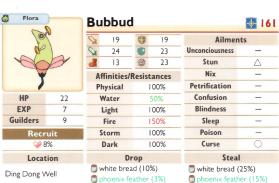


Mortui		Bougie	-Woog	gie 🔞 🤇	© © Ø 275		
		163	() 163	Ailme	nts		
A C	Post	\(151	S 146	Unconciousness	Δ		
2)		3 142	@ 144	Stun	-		
	DA	Affinities/	Resistance	s Nix	0		
	200	Physical	100%	Petrification	0		
HP	403	Water	100%	Confusion	_		
EXP	105	Light	150%	Blindness	Δ		
Guilders	186	Fire	100%	Sleep	-		
Recr	uit	Storm	100%	Poison	-		
9 6.	.5%	Dark	50%	Curse	_		
Locat	Location Di			Stea	al		
Miasma Mars	shes	iron diamo	. ,	iron diamon hot-blooded	, ,		



Mortui		Bo	ugie	ma	n	<u>@</u> 🍖 🔯 276		
9	(0)	8	187	0	171	Ailment	s	
W.		0	155	C	132	Unconciousness	\triangle	
7		4	163	0	160	Stun	_	
	kn /	A	ffinities/	Resist	ances	Nix	0	
	0	P	Physical 100%			Petrification	0	
HP	433	١	Water		00%	Confusion	_	
EXP	120		Light	1	50%	Blindness	Δ	
Guilders	206		Fire	I	00%	Sleep	_	
Recr	uit	!	Storm	100%		Poison	_	
₩ 6.	5%		Dark		50%	Curse	_	
Locat	tion		D	rop		Steal		
Vevermore		O F	ixie dew	(10%)		pixie dew (25%	6)	
veverillore		**	noon cry	stal (20	0%)	moon crystal (25%)	



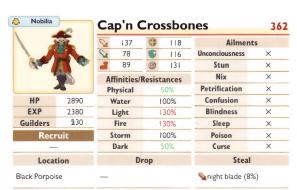








₩ Vermes		Chloroboros				∳ ♣ 186		
		0	113	0	108	Ailmer	nts	
		0	75		76	Unconciousness	0	
Sta	4/12	4	85	0	105	Stun	_	
12	-07	Af	finities/	Resist	ances	Nix	_	
		Physical		- 1	00%	Petrification	_	
HP	301	٧	Water		50%	Confusion	_	
EXP	70	l	Light 100%		00%	Blindness	_	
Guilders	125		Fire	100%		Sleep	-	
Recr	uit	S	torm	100%		Poison	Δ	
₩ 2	0%	-	Dark	I	00%	Curse	_	
Location		D	rop		Steal			
The Vault of Tears		-	ass bell (ar crysta	,		**bass bell (30%) **baneflower (18%)		



♦ Vermes	4	Cla	aptra	P		180		
4	A.	8	153	•	158	Ailmen	its	
3	2 3	0	113	6	88	Unconciousness	0	
15 Shirt	2 min 3		95	0	121	Stun	_	
67	Af	finities/	Resist	ances	Nix	_		
18	Pł	Physical		00%	Petrification	-		
HP	364	٧	Water		00%	Confusion	-	
EXP	95	I	ight	100%		Blindness	_	
Guilders	181		Fire	150%		Sleep	-	
Recr	uit	S	torm		00%	Poison	Δ	
₩ 6.	.5%		Dark	1	00%	Curse	_	
Locat	Location			rop		Stea	1	
Billy Goat's B	Bluff -	SI SI	undrop (25%)		sundrop (35%	6)	
North		S	our grape	es (5%)	stout armor ((5%)	



10		Clinke	-		A11		
		92	•	99	Ailment	:S	
-	- 60	49		67	Unconciousness	-	
		3 57	©	98	Stun	0	
	a	Affinities	/Resist	ances	Nix	0	
-		Physical	I	00%	Petrification	_	
HP	183	Water	I	00%	Confusion	Δ	
EXP	53	Light	-	00%	Blindness	_	
Guilders	77	Fire	I	00%	Sleep	Δ	
Recr	uit	Storm		50%	Poison	\triangle	
≫ 8%		Dark	1	00%	Curse	_	
Location		Drop			Steal		
The Pig Iron	Plain -	sandwich	(10%)		sandwich (25%	6)	
North		sprocket (5%)			sprocket (20%)		



Automata		Cli	nket	ycla	ank L	.х	4 151	
			117		118	Ailmei	nts	
900		0	62	(6)	93	Unconciousness	-	
			64	(2)	117	Stun	0	
1		Affinities/Resistances			ances	Nix	0	
				- 1	00%	Petrification	_	
HP	330	٧	Vater	100%		Confusion	Δ	
EXP	85	I	Light		00%	Blindness	_	
Guilders	141		Fire	I	00%	Sleep	Δ	
Recr	uit	S	torm		50%	Poison	Δ	
4	%	ı	Dark	I	00%	Curse	-	
Locat	ion		Di	rop		Stea	ıl	
Jack Frost's P	lavaround	₩ b	ass bell (12%)		pass bell (30)	%)	
Jack 110SUST	iaygi ouriu	○ fr	osty flan	(3%)		Thunderstorm gem (5%)		



Milites		Cu	tpur	rse			006	
9	0	\(\) 113			111	Ailmer	nts	
	*	0	56		73	Unconciousness	0	
			75	©	86	Stun	_	
1			finities/l	Resist	ances	Nix	_	
7	34			100%		Petrification	_	
HP	250	Water		Water 150		Confusion	0	
EXP	61	l	Light		00%	Blindness	_	
Guilders	106		Fire		50%	Sleep	_	
Reci	uit	S	torm	Ī	00%	Poison	Δ	
₩ 10	9 10.4%		Dark	I	00%	Curse	Δ	
Locat	Location			ор		Steal		
Skull Mounta	Skull Mountain - North		lanetdrop	,	,	moondrop (32%)		

Automata		Cogden	ser	6 6 144		
SIL		110	138	Ailmen	its	
		107	I 03	Unconciousness	_	
77	771		123	Stun	0	
		Affinities/I	Resistances	Nix	0	
and I		Physical	100%	Petrification	_	
HP	324	Water	50%	Confusion	Δ	
EXP	84	Light	100%	Blindness	-	
Guilders	143	Fire	150%	Sleep	Δ	
Recr	uit	Storm	100%	Poison	Δ	
¥ 4	%	Dark	100%	Curse	_	
Locat	Location D			Steal		
Jack Frost's P	layground	sleep-be-g	one (10%) bonbons (3%)	sleep-be-gone (25%) holy shield (5%)		

Aquatica		Dangle	rfis	h		5 057	
-	<u></u>	27	0	23	Ailmen	ts	
6		1 0	•	8	Unconciousness	-	
13.	5	3 13	0	23	Stun	_	
	7	Affinities/I	Resist	ances	Nix	_	
4	~	Physical	100%		Petrification	Δ	
HP	41	Water		50%	Confusion	-	
EXP	15	Light	100%		Blindness	_	
Guilders	11	Fire	150%		Sleep	_	
Recr	uit	Storm	100%		Poison	0	
₩8	%	Dark	I	00%	Curse	_	
Locat	ion	Di	ор		Steal		
Ding Dong V	/ell	chocolate sandwich (,		chocolate (20%)		



Nobilia Nobilia		Da	rk D	jinr	1		374	
- 44	\	0	209	0	213	Ailmer	nts	
THE Y		2	247		180	Unconciousness	×	
41.2	All training	3	137	(3)	173	Stun	×	
100	40	AI	finities/	Resist	ances	Nix	×	
		PI	hysical	ı	00%	Petrification	×	
HP	8830	١	Water 100%		Confusion	×		
EXP	6720		Light	I	30%	Blindness	×	
Guilders	7400		Fire	I	00%	Sleep	×	
Recr	uit	S	torm	I	00%	Poison	×	
_	-	Dark 50% Curs			Curse	×		
Locat	tion		D	rop		Stea	ı	
Nevermore		_				iumbo stardn	on (28%)	



Aquatica		De	ecee	2		💠 🛟 💯 07		
		0	114	9	111	Ailments		
	Jan Jan	2	95	•	80	Unconciousness	_	
		4	84	(3)	101	Stun	-	
	1	Af	finities/	Resist	ances	Nix	_	
2 11	23	PI	nysical	1	00%	Petrification	Δ	
HP	283	١	Water		50%	Confusion	-	
EXP	79	1	Light	- 1	00%	Blindness	_	
Guilders	138		Fire	-	00%	Sleep	_	
Recr	uit	S	torm		50%	Poison	0	
9 6.!	5%		Dark	ı	00%	Curse	_	
Locat	ion		D	rop		Steal		
Sea - The Spring Isles			tardrop (hunderst	,	em (2%)	stardrop (32%) wetstone (18%)		



Minima		De	ep F	ry		<u> </u>		
45		8	50	0	53	Ailment	ts	
70		0	39	•	43	Unconciousness	_	
	5-00	4	35	0	40	Stun	_	
6	500	Af	Affinities/Resistances			Nix	_	
2		Ph	Physical 100%			Petrification	_	
HP	93	W	Water		50%	Confusion	Δ	
EXP	31	L	ight	100%		Blindness	-	
Guilders	23		Fire		50%	Sleep	0	
Recr	uit	S	torm		00%	Poison	-	
₩ 6.	4%		Dark	I	00%	Curse	-	
Locat	Location Dro			rop		Steal		
Old Smoky		white brea stardrop (%)	white bread (25%) stardrop (25%)		





			03	emoneeros					
	nts	Ailmei	218	0	221	2			
	Δ	Unconciousness	182	•	203	2			
		Stun	204	©	112	-			
	_	Nix	tances	Resist	finities/R	Aff			
	-	Petrification	100%	- 1	ysical	Ph			
Н	-	Confusion	150%	1	/ater	W			
E)	_	Blindness	100%	I	ight	L			
Guil	-	Sleep	50%		Fire	-			
-0150	0	Poison	100%	I	torm	St			
	_	Curse	100%	ı	Dark				
	1	Stea		Drop					
The G	1%)	plowpipe (30	blowpipe (12%)						
(Availa	mor (5%)	Boarlord's ar	Earsplitter gem (2%)						

		266	3 257	Ailmen	ts
	6.	163	© 204	Unconciousness	Δ
1	6	4 149	② 237	Stun	_
	The same	Affinities/l	Resistances	Nix	_
91	80	Physical	100%	Petrification	_
HP	734	Water	100%	Confusion	_
EXP	419	Light	100%	Blindness	_
Guilders	521	Fire	50%	Sleep	_
Recr	uit	Storm	100%	Poison	0
₩ 3	%	Dark	100%	Curse	_
Locat	ion	Di	гор	Steal	
The Glittering	g Grotto	*crownberi			(20%)
(Available po	st-clear)	great scroll of tr	uth (4%)	Sorcerer's sou	1 (5%)



Dracones	4	Dr	aget	te (gold	en) 🥻	3 👨 4
-	5	0	253	9	245	Ailmen	ts
		0	158	•	196	Unconciousness	Δ
V		3	135	0	221	Stun	_
47		Afl	Affinities/Resistances			Nix	_
1		Ph	Physical		00%	Petrification	_
HP	682	V	Water		150%	Confusion	_
EXP	375	L	Light		100%	Blindness	_
Guilders	502		Fire		50%	Sleep	_
Recr	uit	S	torm		00%	Poison	0
¥ 4.	8%	[Dark		00%	Curse	_
Locat		Di	гор	Steal			
Old Smoky (/ post-clear)		planet crystal (25%) glowstone (4%)			planet crystal star eater's fa	'	



Dracones		Dr	agglo	e (g	older	1)	401	
4		8	242	231		Ailmer	nts	
6			146	•	187	Unconciousness	Δ	
		4	118	0	208	Stun	_	
W.	Af	finities/	Resis	tances	Nix	_		
		Physical			100%	Petrification	_	
HP	645	Water			150%	Confusion	_	
EXP	351	-	Light	100%		Blindness	_	
Guilders	485		Fire	50%		Sleep	-	
Recr	uit	S	torm		100%	Poison	0	
9 6	%		Dark		100%	Curse	_	
Locat	ion	Drop				Steal		
Old Smoky (post-clear)	Available	crownberries (10%) all-seeing eye (5%)				crownberries (20%) celestial sword (5%)		



Vermes	,	Dro	ne Bu	mble	r	4-1
- AN	2 Kc	3 2	33	78	Ailmen	ts
= o (OF E	2 4	16	36	Unconciousness	0
YAN	Jac .	3 6	60	76	Stun	_
M	1.	Affini	ties/Resi	stances	Nix	_
		Physi	cal	100%	Petrification	_
HP	177	Wate	er	100%	Confusion	_
EXP	40	Ligh	it	100%	Blindness	_
Guilders	31	Fire	2	150%	Sleep	_
Recr	uit	Stor	m	50%	Poison	Δ
🤪 14.	.4%	Dar	k	100%	Curse	_
Locat	ion		Drop		Steal	
The Genie's S	Steps		on-be-gondice crear	` ,	poison-be-go hallowed hab	, ,

Nymphae		Docoto	ko (gol	den) 🔯	3 🔯 400
e		236	210	Ailmei	nts
Ve =		286	\$ 420	Unconciousness	_
THE	γ	3 836	304	Stun	-
		Affinities/	Resistances	Nix	Δ
7		Physical	100%	Petrification	-
HP	634	Water	100%	Confusion	-
EXP	7	Light	150%	Blindness	-
Guilders	9007	Fire	100%	Sleep	_
Recr	uit	Storm	100%	Poison	_
₩ I	%	Dark	50%	Curse	0
Locat	ion	Dr	ор	Stea	ıl
Nevermore (Available	gsun crystal	(25%)		30%)
post-clear)		angel's win	gs (4%)	evil eye (20%	5)

Aves		Dro	ngo				I 093
	100	0	101	•	104	Ailment	:s
1000	Fall	0	III		94	Unconciousness	-
1 3		-	51	0	73	Stun	_
		Affin	ities/Re	sist	ances	Nix	_
74		Phys	ical	1	00%	Petrification	_
HP	244	Wat	ter		50%	Confusion	_
EXP	60	Lig	ht	I	00%	Blindness	0
Guilders	125	Fir	e	I	00%	Sleep	Δ
Recr	uit	Stor	rm	ı	00%	Poison	_
9 6	%	Dai	rk	I	00%	Curse	_
Locat	ion		Dro	Р		Steal	
Swan Island		*yogu	urt (8%)				
DUPISI HPAC		soft	scoop ice	cre	am (4%)	fine frock (5%)	

Dracones	7	Du	ck-B	ille	d Bo	pper 👔	223
		8	123	9	121	Ailmer	its
()	, 2	0	78	•	95	Unconciousness	\triangle
da	TO SOL	4	156	0	137	Stun	_
J.	5	Aff	finities/F	Resist	ances	Nix	_
act	7	Ph	ysical	- 1	00%	Petrification	_
HP	291	W	/ater	I	00%	Confusion	_
EXP	76	L	ight	1	00%	Blindness	-
Guilders	142	1	Fire	I	00%	Sleep	_
Recr	uit	St	torm	I	00%	Poison	0
9 6.	5%	[Dark	I	00%	Curse	_
Locat	tion		Dr	ор		Stea	1
The Giant's 7	Tabletops -	_	shburger neeseburg	, ,		fishburger (30	

0	Mortui		Eg	groll			÷	293
		A	0	102	0	115	Ailmen	ts
			0	52	6	52	Unconciousness	\triangle
			3	58	©	87	Stun	_
		30	Af	finities/I	Resist	ances	Nix	0
	1		PH	nysical	- 1	00%	Petrification	0
	HP	195	٧	Vater	- 1	00%	Confusion	_
	EXP	60	ı	ight	I	50%	Blindness	Δ
	Guilders	94		Fire	I	00%	Sleep	_
	Recr	uit	S	torm	I	00%	Poison	_
	₩ 1	3%		Dark	9	50%	Curse	_
	Locat	tion		Dr	ор		Steal	
	The Tombsto	one Trail		mberstor	,	%)	wemberstone (20%	,

Dracones		Duck-Bil	led	Boppe	r (golden) 🖁	407
1		254	0	248	Ailmen	its
60	66	\ 155	•	213	Unconciousness	Δ
4	4	279	@	251	Stun	-
7	7	Affinities/	Resis	tances	Nix	_
		Physical		100%	Petrification	-
HP	687	Water		100%	Confusion	_
EXP	381	Light		100%	Blindness	_
Guilders	511	Fire		100%	Sleep	-
Recr	uit	Storm		100%	Poison	0
₩ 3	3%	Dark		100%	Curse	-
Locat	tion	D	rop		Steal	
Deep Dark \	Nood	📦 star pearl	(10%))	📦 star pearl (20	%)
(Available po	st-clear)	tonic (4%))		adragon tusk (5%)

Mortui	A	Eggypti	an	♦ 4	296
		\(\) 195	9 263	Ailmen	ts
		165	S 151	Unconciousness	Δ
		3 109	@ 162	Stun	_
AF	Z (70)	Affinities/I	Resistances	Nix	0
7	200	Physical	100%	Petrification	0
HP	370	Water	100%	Confusion	_
EXP	155	Light	100%	Blindness	Δ
Guilders	228	Fire	100%	Sleep	_
Recr	uit	Storm	100%	Poison	_
₩ 6.	5%	Dark	50%	Curse	_
Locat	ion	Dr	ор	Steal	
Nazcaä			ck wings (12%) ice cream (4%)	pair of) black v	



Daemonia		Eld	iritcl	ı Er	npre	ess 👔	255
		0	179	0	170	Ailmer	its
C.	7	8	175	•	165	Unconciousness	Δ
A S		-	114	©	149	Stun	_
100		Af	finities/	Resist	ances	Nix	_
40		PI	nysical	- 1	00%	Petrification	0
HP	426	٧	Vater	I	00%	Confusion	0
EXP	135	-	Light	I	00%	Blindness	_
Guilders	217		Fire	I	00%	Sleep	_
Recr	uit	S	torm	I	00%	Poison	_
¥ 4	%		Dark	I	00%	Curse	Δ
Locat	ion		D	rop		Stea	
Nevermore			oison-be rownber			poison-be-go	. ,

Flora	Q	Dunced	ар		C	170
(6)	2	\(\) 104	0	110	Ailmen	ts
10	8	93	•	83	Unconciousness	-
		3 68	3	99	Stun	Δ
(0)	S	Affinities/	Resista	nces	Nix	_
VV		Physical	100	0%	Petrification	-
HP	278	Water	100	0%	Confusion	_
EXP	66	Light	100	0%	Blindness	_
Guilders	138	Fire	100	0%	Sleep	_
Recr	uit	Storm	50	%	Poison	_
₩ 20	0%	Dark	100	0%	Curse	0
Locat	ion	D	rop		Steal	
No Longer M	1ine	green grap glowcap (green grapes (glowcap (18%	

Bestiae		Elegant	iger	<u>©</u>	₩ 048
	and the same of th	223	212	Ailment	:s
4 -		174	© 159	Unconciousness	_
		3 157	Ø 195	Stun	_
8 A		Affinities/F	Resistances	Nix	_
07		Physical	100%	Petr fication	_
HP	521	Water	100%	Confusion	_
EXP	183	Light	100%	Blindness	Δ
Guilders	261	Fire	100%	Sleep	0
Recr	uit	Storm	150%	Poison	_
₩ 3	1%	Dark	100%	Curse	
Locat	ion	Dr	ор	Steal	
The Ivory To	wer	planet crys	tal (25%) netdrop (5%)	planet crystal (

Nobilia		Ea	rth C	Ogr	rr		321
20.0	2.0	0	82	0	88	Ailmen	ts
1 W		8	47	6	70	Unconciousness	×
	-	-	58	(3)	73	Stun	×
		Af	finities/	Resist	ances	Nix	×
	26	Pł	ysical	I	00%	Petrification	×
HP	560	٧	Vater	I	00%	Confusion	×
EXP	625	1	ight	I	00%	Blindness	×
Guilders	310		Fire	I	50%	Sleep	×
Recr	uit	S	torm		50%	Poison	×
_		1	Dark	I	00%	Curse	×
Locat	ion		D	rop		Steal	
The Pig Iron North	Plain -	_				_	

Nobilia		Eterna	I Knight		37
	1	213	\$ 221	Ailmen	its
	A STATE OF THE PARTY OF THE PAR	N 108	© 114	Unconciousness	×
		3 119	Ø 170	Stun	×
	THE STATE OF	Affinities	/Resistances	Nix	×
		Physical	100%	Petrification	×
HP	6270	Water	100%	Confusion	×
EXP	_	Light	130%	Blindness	×
Guilders	_	Fire	100%	Sleep	×
dulluers				Poison ×	
Recr	uit	Storm	100%	Poison	×
	uit	Storm Dark	100%	Poison	×
	-	Dark			×



108	♦ 4	et	lor	orid F	Flo	23	Minima	
ts	Ailmen	187	9	205	0		70	
_	Unconciousness	166	6	161	0	0		
_	Stun	157	0	163			Offer	
_	Nix	Affinities/Resistances					200	
_	Petrification	00%	-	Physical				
Δ	Confusion	50%		Water		494	HP	
_	Blindness	00%		Light		152	EXP	
0	Sleep	00%		Fire		265	Guilders	
_	Poison	00%	-	Storm		uit	Recr	
_	Curse	00%		Dark		9%	9 9	
	Steal		rop	Dı		tion	Locat	
30%)	sour grapes (%)	es (129	our grape	₩ S		Nazcaä	
%)	fiend's fang (5)	seeds of discord (5%)			w s	Nazcaa		



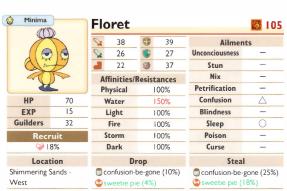
Minima		Flumm	ox Flor	et 🥻	3 🐼 10
		\(\) 121	3 114	Ailmer	nts
	10	55	88	Unconciousness	_
012	17	72	@ 100	Stun	_
A		Affinities/	Resistances	Nix	_
The state of the s		Physical	100%	Petrification	_
HP	274	Water	150%	Confusion	Δ
EXP	74	Light	100%	Blindness	-
Guilders	166	Fire	100%	Sleep	0
Recr	uit	Storm	100%	Poison	_
₩ 14.	.4%	Dark	100%	Curse	_
Locat	ion	Dı	op	Stea	I
Shipwreck Sh	Shipwreck Shore		one (8%) e (4%)	sleep-be-gon	



Vermes		Fluorob	oros	<u>©</u> (188
	2	154	146	Ailment	ts
S.C.		132	S 121	Unconciousness	0
- W	4.6	3 115	③ 128	Stun	_
290		Affinities/	Resistances	Nix	_
		Physical	100%	Petrification	-
HP	383	Water	100%	Confusion	-
EXP	92	Light	50%	Blindness	_
Guilders	174	Fire	100%	Sleep	-
Recr	uit	Storm	100%	Poison	Δ
₩ 12.	.5%	Dark	150%	Curse	-
Locat	ion	Dı	rop	Steal	
Billy Goat's B North	luff -	poison-be-		poison-be-gor	



Nymphae	,	For	unta	inhe	ead		2 199
1	A	0	118	9	111	Ailment	s
1	2	2	84	•	104	Unconciousness	-
1200	No.	3	111	0	92	Stun	_
Janas /	1	Aff	inities/	Resist	ances	Nix	Δ
		Ph	ysical	- 1	00%	Petrification	_
HP	269	W	ater	1	00%	Confusion	_
EXP	76	L	ight	1	00%	Blindness	_
Guilders	137	-	Fire	I	00%	Sleep	-
Recr	uit	St	torm		50%	Poison	_
9 9	1%		ark	1	00%	Curse	0
Locat	ion		D	rop		Steal	
Sea - North of The		(C)	confusion-be-gone (10%)			confusion-be-g	one (25%)
Winter Isles		<a>m	milk chocolate (4%)			misty shroud (5%)



Automata		Fu	ddy-l	Dac	ldy		I 153
XO	K	0	200	0	195	Ailmen	ts
4 300	7	8	200	•	141	Unconciousness	-
4 =	N	4	128	0	169	Stun	0
	Af	finities/	Resist	ances	Nix	0	
7	_	PI	nysical	ı	00%	Petrification	_
HP	496	٧	Vater		50%	Confusion	Δ
EXP	159	ı	ight	100%		Blindness	_
Guilders	245		Fire	Ī	00%	Sleep	Δ
Recr	uit	S	torm		50%	Poison	Δ
₩8	%		Dark	I	00%	Curse	_
Locat	Location			rop		Steal	
Nazcaä		₩ b	ubble pip	e (129	%)	bubble pipe (3)	30%)
INdZCdā		' a	ll-seeing	eye (5	%)	a dead man's du	ıds (5%)

Bestiae	**	Ful	l Bo	ar		C	₹ 040
3	_	0	209	9	163	Ailmen	ts
1		0	144	•	163	Unconciousness	_
	730	4	149	©	152	Stun	_
	R. O.		finities/l	Resist	ances	Nix	_
			ysical	- 1	00%	Petrification	
HP	553	V	/ater	1	50%	Confusion	-
EXP	166	L	ight	Ī	00%	Blindness	Δ
Guilders	226		Fire		50%	Sleep	0
Recr	uit	S	torm	١	00%	Poison	_
₩ 6.	5%	[Dark	1	00%	Curse	_
Locat	Location		Drop			Steal	
Nazcaä	Nazcaä		meteorite fragment (12%) toadstool sundae (4%)			meteorite fragr Earsplitter gen	

Milites		Go	bfatl	her			4 010
(8	115	•	115	Ailmer	nts
Co.	<u> </u>	2	42	•	56	Unconciousness	0
A 10	CV	4	64	0	98	Stun	_
W.	3 8	A	ffinities/l	Resist	tances	Nix	-
11/2.		P	hysical	-	00%	Petrification	_
HP	259	1	Water		00%	Confusion	0
EXP	74		Light		00%	Blindness	_
Guilders	112		Fire		00%	Sleep	_
Recr	uit	5	torm		100%	Poison	Δ
₩ 6.	4%		Dark		100%	Curse	Δ
Locat	tion		Di	тор		Stea	ı
Skull Mounta	in - North	-	olack truffl oixie dew	•)	black truffle (,

Nobilia		Gallus			378
0		212	244	Ailment	s
The second		259	226	Unconciousness	×
	din	3 188	② 221	Stun	×
A STREET	Marco !	Affinities/	Resistances	Nix	×
		Physical	100%	Petrification	×
HP	9700	Water	varies*	Confusion	×
EXP	4850	Light	100%	Blindness	×
Guilders	4600	Fire	varies*	Sleep	×
Recr	uit	Storm	varies*	Poison	×
_		Dark	100%	Curse	×
Locat	tion	Di	rop	Steal	
The Ivory To	wer	_		jumbo moond	rop (26%)
		% Fire 100% 9	Storm 50%): A	ura of Storm (Wate	

Fire 150%, Storm 50%); Aura of Fire (Water 150%, Fire 50%, Storm 100%)

Milites		Gobfa	ther	(gol	den) 🔣	418
4	2	258	•	243	Ailmen	its
	140	\(\) 160	C	197	Unconciousness	0
1		3 97	0	224	Stun	_
AP 4	1	Affinitie	s/Resis	tances	Nix	_
		Physical		100%	Petrification	_
HP	645	Water	Water		Confusion	0
EXP	382	Light		100%	Blindness	_
Guilders	462	Fire		100%	Sleep	-
Recr	uit	Storm		100%	Poison	Δ
₩ 4.	8%	Dark		100%	Curse	Δ
Locat	ion		Drop		Stea	
Miasma Mars	hes	grstar crys	tal (25%	6)	gstar crystal (3	0%)
(Available po	st-clear)	** kaleidos	tone (4	%)	groll's tears (2	20%)

Mortui	1	Ghost \	Vispere	r 💠	278
	6	N 188	3 165	Ailment	s
Contract of the Contract of th	th ₂	129	© 140	Unconciousness	\triangle
	6	a 121	3 148	Stun	-
3		Affinities/	Resistances	Nix	0
-	Pa .	Physical	100%	Petrification	0
HP	449	Water	150%	Confusion	_
EXP	129	Light	150%	Blindness	Δ
Guilders	209	Fire	50%	Sleep	-
Recr	uit	Storm	100%	Poison	_
₩ 6.	4%	Dark	50%	Curse	_
Locat	ion	D	rop	Steal	
Nevermore		stone-be-	gone (10%)	stone-be-gone Dark Cloud ge	, ,

Milites		Gob	ofors	ak	en		3 🐼 01:
		0	184	0	172	Ailme	nts
0	0	2	145	6	152	Unconciousness	0
0 0		-	134	0	154	Stun	_
		Affin	nities/R	esist	ances	Nix	-
Top.		Phy	sical	- 1	00%	Petrification	_
HP	452	Wa	ter	- 1	00%	Confusion	0
EXP	145	Lig	ght	Ī.	50%	Blindness	_
		Fire		100%		Sleep	_
Guilders	204	FI	16				
Guilders Recr			orm	I	00%	Poison	Δ
Recr		Sto			00%	Poison Curse	Δ
Recr	uit %	Sto	orm	5			



Milites		Go	bfor	sak	en (g	golden) 💈	420	
_	5	0	282	•	264	Ailmen	ts	
10	-	0	180	6	217	Unconciousness	0	
	The last	4	131	(3)	250	Stun	_	
	1	A	finities/	Resist	ances	Nix	_	
V	PI	nysical	ı	00%	Petrification	_		
HP	721	١	Water		Water 100%		Confusion	0
EXP	429		Light	ght 150%		Blindness	_	
Guilders	515		Fire	100%		Sleep	_	
Recr	uit	S	torm	I	00%	Poison	Δ	
₩ 3	%		Dark		50%	Curse	Δ	
Locat	ion		D	rop		Steal		
Nevermore (Available	™ s	tar pearl	(10%)		star pearl (20%	%)	
post-clear)		🍟 a	ngel's wii	ngs (4%	6)	steam hamme	r (5%)	

Nobilia		Gla	339				
100		2	38	9	33	Ailment	s
	TO A	0	24		27	Unconciousness	×
		-	29	0	49	Stun	×
-	1	Af	Affinities/Resistances			Nix	×
	Physical		100%		Petrification	×	
HP	520	Water		100%		Confusion	×
EXP	195	L	ight	100%		Blindness	×
Guilders	300		Fire	100%		Sleep	0
Recr	uit	S	Storm		30%	Poison	×
_		-	Dark	100%		Curse	×
Locat	ion		D	rop		Steal	
Golden Grov	Spirit of the Glade			le	-		









Aves)	Gr	ump	eaf	owl	•	Ø 09	
	3	0	109	0	108	Ailment	ents	
	m	0	32	C	75	Unconciousness	_	
Ent	2	4	64	0	102	Stun	_	
100				Resist	ances	Nix	_	
2	Ph	ysical	ı	00%	Petrification	_		
HP	265	٧	Water		50%	Confusion	_	
EXP	65	L	ight	100%		Blindness	0	
Guilders	121		Fire	50%		Sleep	Δ	
Recr	uit	S	Storm		00%	Poison	_	
₩ 12.	5%	-	Dark	I	00%	Curse	-	
Locati		Drop			Steal			
Shipwreck Shore		-	sleep-be-gone (8%)			sleep-be-gone (20%) Drowsy Drops gem (5%)		



Nobilia		Gu	ardi	an c	of the	e Woods	335
48	480 S		23	0	13	Ailmen	ts
	0-91	0	П	6	13	Unconciousness	×
483	S	-	14	0	29	Stun	×
				Affinities/Resistances			Δ
				100%		Petrification	×
HP	152	٧	Water		00%	Confusion	×
EXP	90	L	ight	100%		Blindness	Δ
Guilders	75		Fire	130%		Sleep	×
Recr	uit	S	torm	50%		Poison	Δ
_		ı	Dark	I	00%	Curse	Δ
Locat	ion		D	rop		Steal	
Deep Dark V	(100	pirit of th %)	ne Wo	ods	_		



40	3	IIa	ckra	טטט	,,	<u>©</u> (0	
		8	160	9	150	Ailmen	s
90		0	67		106	Unconciousness	_
		-	106	0	160	Stun	_
-		Affinities/Resistances				Nix	_
My 2		Physical		100%		Petrification	_
HP	383	W	ater	I	00%	Confusion	Δ
EXP	99	L	ight	I	00%	Blindness	_
Guilders	178	F	Fire	1	00%	Sleep	0
Recr	uit	Storm		150%		Poison	-
₩ 4	%	D	ark	- 1	00%	Curse	_
Locat	ion	Drop			Steal		
Billy Goat's B South	luff -	ron diamond (12%)			iron diamond	, ,	

Aquatica		Grimray				
1		<u>></u> 110	6			
KXX		91				
The	5	3 72	0			
45	1	Affinities/	Res			
-		Physical				
HP	230	Water				
EXP	61	Light				
Guilders	99	Fire				
Reci	Storm					
એ 6.	Dark					
Locat	_	rop				

Sea - Northwest of The Summerlands

Gr	imra	У		· .	3 🔯 07 I		
8	110	•	103	Ailmer	nts		
2	91	6	86	Unconciousness	_		
4	72	© 107		Stun	_		
Af	finities/I	Resist	ances	Nix	-		
Ph	ysical	100%		Petrification	Δ		
٧	Vater	100%		Confusion	-		
ı	Light 100%		Blindness	-			
	Fire	Ī	00%	Sleep	_		
S	torm	I	00%	Poison	0		
ı	Dark		50%	Curse	_		
	Dr	op		Stea	1		
st	ardrop (2	20%)		planetdrop (3	32%)		
🔷 fa	iry choco	olate (3%)	fairy chocola	te (15%)		

8	30 17	0	29	Ailman	+-	
2	17			Ailments		
_			19	Unconciousness	×	
	23	0	41	Stun	×	
Affi	Affinities/Resistances			Nix	Δ	
	Physical 100%			Petrification	×	
Wa	ter	100%		Confusion	×	
Lig	ght	100%		Blindness	×	
Fi	re	130%		Sleep	×	
Sto	rm	100%		Poison	Δ	
Da	ırk	1	00%	Curse	Δ	
	Drop			Steal		
	Phy: Wa Lig Fi Sto	Physical Water Light Fire Storm Dark	Physical II Water II Light II Fire II Storm II Dark II	Physical 100% Water 100% Light 100% Fire 130% Storm 100% Dark 100%	Physical 100% Petrification Water 100% Confusion Light 100% Blindness Fire 130% Sleep Storm 100% Poison Dark 100% Curse	

₩ Bestiae)	Hi	erop	han	t	<u>©</u>	◎		
	O.	0	201			Ailment	ts		
N.S.	16	0	185	6	145	Unconciousness	_		
X	9	3	88	©	166	Stun	-		
8 6	(1)	A	finities/	Resist	ances	Nix	_		
6 7	PI	Physical		50%	Petrification	_			
HP	536	٧	Water		Water		50%	Confusion	_
EXP	170		Light	ht 100%		Blindness	\triangle		
Guilders	236		Fire	100%		Sleep	0		
Recr	uit	S	torm	I	00%	Poison	_		
¥ 4	%		Dark	I	00%	Curse	-		
Location			D	rop		Steal			
Nazcaä		big babana (12%) powerstone (4%)			big babana (30%) Whirly Whirlies gem (5%)				

Milites		Hog-G	oblin (go	olden)	3 417	
		247	♀ 231	Ailme	nts	
-	3	148	© 181	Unconciousness	0	
		8 9	② 211	Stun	_	
Y	20	Affinities	/Resistances	Nix	_	
-		Physical	100%	Petrification	-	
HP	156	Water	100%	Confusion	0	
EXP	43	Light	100%	Blindness	-	
Guilders	25	Fire	100%	Sleep	_	
Recr	uit	Storm	100%	Poison	Δ	
₩6	%	Dark	100%	Curse	Δ	
Locat	ion		Drop	Steal		
Miasma Mars	hes	moon cr	ystal (25%)	moon crysta	I (30%)	
(Available po	st-clear)	scroll of	truth (4%)	enigma armor (5%)		

Bestiae		Hi	Hierophant (golden) 🙍 👸 412								
	7	0	268	0	261	Ailments					
No.		0	191	•	226	Unconciousness	-				
			129	(3)	239	Stun	_				
	Affinities/Resistances				Nix	-					
6	Physical 15			50%	Petrification	-					
HP	835	Water		50%		Confusion	-				
EXP	421	-	Light		00%	Blindness	Δ				
Guilders	527		Fire	100%		Sleep	0				
Recr	uit	Storm		100%		Poison	-				
₩ 3	%		Dark	100%		Curse	-				
Locat	ion		Di	rop		Steal					
Golden Grov	е	🍿 n	noon c ry s	tal (2	5%)	moon crystal (30%)					
(Available po	st-clear)	□ g	reat sage	s secr	et (4%)	harrowfang (5%)					

Daemonia		Hoggle	-Bo	ggle	₫ ₫ 27		
2	1	178	0	165	Ailment	s	
		\ 119	6	132	Unconciousness	Δ	
MI		3 136	0	134	Stun	-	
O TOP	Sur	Affinities	Resista	ances	Nix	_	
A4. S	7	Physical	10	00%	Petrification	0	
HP	447	Water	Vater 100%		Confusion	0	
EXP	123	Light	1	50%	Blindness	_	
Guilders	210	Fire	100%		Sleep	_	
Recr	uit	Storm	150%		Poison	_	
₩ 9!	%	Dark	5	0%	Curse	Δ	
Locati	ion	D	rop		Steal		
Nevermore		sundrop (` '	5%)	sundrop (35%)		

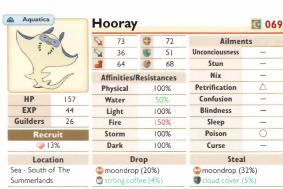


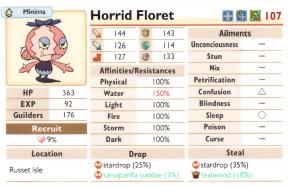
Arcana		Но	nky-	Tor	ker	ф- 4 -	252
A Li		8	209	•	220	Ailments	
		2	244		157	Unconciousness	-
			139	3	197	Stun	_
	V COV			Resist	ances	Nix	-
	43		Physical		00%	Petrification	_
HP	508	Water		100%		Confusion	-
EXP	178	L	Light 100%		Blindness	-	
Guilders	272		Fire	100%		Sleep	-
Recr	uit	S	torm	100%		Poison	_
₩ 4	! %		Dark	I	00%	Curse	-
Locat	Location		Drop			Steal	
The Ivory To	The Ivory Tower					**tachestone (30%) **beast-hide cloak (5%)	

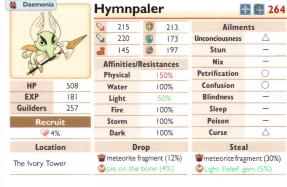


	8	269	9	262	Ailment	s
	0	172	6	237	Unconciousness	_
	-	271	(3)	273	Stun	_
' "	Af			ances	Nix	_
	Physical		100%		Petrification	_
742	Water		100%		Confusion	_
411	L	ight	100%		Blindness	-
577		Fire	100%		Sleep	-
uit	S	torm	I	00%	Poison	_
6	[Dark	100%		Curse	-
Location		D	rop		Steal	
ne Trail	star crystal (25%)				gran crystal (30)	%)
	411 577 uit %	742 W 411 L 577 Si 6 L	742 Water 411 Light 577 Fire 31t Storm 6 Dark on D	172 271	172 237 273 271 273 271 273 273 274 275	172 237 273

Milites	N	Ho	g-G	obli	n		00
(1)	0	65	•	55	Ailment	s
CO CO	0	0	21		26	Unconciousness	0
		4	40	3	62	Stun	_
		Af	finities/	Resis	tances	Nix	_
-	PH	nysical		100%	Petrification	-	
HP	156	٧	Water		100%	Confusion	0
EXP	43	I	Light	100%		Blindness	_
Guilders	25		Fire	100%		Sleep	_
Recr	uit	S	torm		100%	Poison	Δ
₩ 8	%	-	Dark		100%	Curse	\triangle
Location			D	rop		Steal	
The Bayous -	\M/ost	(C)	onfusion-l	e-gor	ne (10%)	confusion-be-go	one (25%)
THE Dayous -	**630	(2) p	lanetdro	0 (15%		planetdrop (25	5%)









	T	163	0	124	Ailment	s
	(P)	61		112	Unconciousness	-
4 00		3 112	3	96	Stun	_
		Affinities	Resist	ances	Nix	_
Marie	000	Physical	I	00%	Petrification	_
HP	438	Water		50%	Confusion	_
EXP	106	Light	I	00%	Blindness	Δ
Guilders	155	Fire	I	50%	Sleep	0
Recru	uit	Storm	ı	00%	Poison	_
₩ 6.5	5%	Dark	I	00%	Curse	_
Location		0	rop	Steal		
Billy Goat's Bluff -		sleep-be-gone (10%)			sleep-be-gone	(25%)
South		grumblenut (4%)			grogdrop (18%)	



Daemonia		Ice M	laider	1		© 2 .	
		& II:	7 😲	133	Ailmen	nts	
No.	7	1 3.	5	108	Unconciousness	\triangle	
		3 86	0	122	Stun	_	
All		Affiniti	ies/Resist	tances	Nix	_	
		Physica	al	100%	Petrification	0	
HP	315	Water	,	50%	Confusion	0	
EXP	84	Light		100%	Blindness		
Guilders	161	Fire		150%	Sleep	_	
Recr	uit	Storm)	100%	Poison		
₩ 8	1%	Dark		100%	Curse	Δ	
Location			Drop		Steal		
Winter Won	derlands -	g snow i	radish (10	%)	grow radish (25%)	
North		W blizzar	d bloom (4%)	Snowball gem (5%)		



Daemonia		Ice Qu	een		G	© 2!
		N 123	0	139	Ailment	:s
1	1	143	6	122	Unconciousness	\triangle
		3 105	©	118	Stun	-
		Affinities	Resist	ances	Nix	-
CHL	HU	Physical	1	00%	Petrification	0
HP	338	Water	5	0%	Confusion	0
EXP	94	Light	I	00%	Blindness	_
Guilders	167	Fire	1.	50%	Sleep	_
Recr	uit	Storm	I	00%	Poison	_
₩ 6.4	1%	Dark	1	00%	Curse	Δ
Locati	ion	D	rop		Steal	
The Glittering Grotto		fluffy rice	(8%)		fluffy rice (20%	5)
The Gittering	Solotto	fairy choc	olate (4	1%)	woodsman's ki	nife (5%



262	26			pale	1	Daemonia		
its	Ailmen	80	0	78	8	()		
Δ	Unconciousness	67	•	52	0	R.S.	~ •	
_	Stun	66	©	81	-		200	
-	Nix	Affinities/Resistances						
0	Petrification	100%		Physical		***		
0	Confusion	100%		Vater	V	169	HP	
-	Blindness	100%		.ight	L	45	EXP	
_	Sleep	100%		Fire		60	Guilders	
_	Poison	50%	15	torm	S	uit	Recr	
Δ	Curse	00%	10	Dark	[4%	₩ 6.4	
	Steal		Drop				Location	
(25%)	nix-be-gone (5)	ne (10%	ix-be-gor	ni	of	ea - North o	
em (5%)		(5%)	rill screw	™ di	Autumnia			

₩ Vermes		Inc	У			C	© 189		
200	2	8	31	•	31	Ailments			
9	PM	0	14	•	17	Unconciousness	0		
		3	20	@	25	Stun	_		
60	9	Affinities/Resistances				Nix	_		
		Ph	ysical	I	00%	Petrification	-		
HP	65	W	Water		Water		00%	Confusion	_
EXP	21	L	Light		00%	Blindness	-		
Guilders	6		Fire		50%	Sleep	_		
Recr	uit	Si	torm	I	00%	Poison	Δ		
₩ 1.	3%	[)ark	ı	00%	Curse	-		
Locat	Location		D	rop		Steal			
Golden Grove		crispy lettuce (8%) iced coffee (4%)				confusion-be-gone (25%) sandwich (18%)			

Bestiae		Jabberg	up	ру	·ģ	032
	1	126	9	137	Ailmen	ts
2		95	•	81	Unconciousness	
)	3 110	3	113	Stun	_
A	35	Affinities/	Resist	ances	Nix	_
1		Physical	I	00%	Petrification	_
HP	316	Water		50%	Confusion	_
EXP	75	Light	I	00%	Blindness	Δ
Guilders	151	Fire	I	00%	Sleep	0
Recr	uit	Storm	I	50%	Poison	_
> 4	%	Dark	I	00%	Curse	_
Locat	ion	Di	гор		Steal	
Winter Won	derlands -	sundrop (2	20%)		sundrop (32%)
North		iron diamo	ond (59	6)	iron diamond	(20%)

Bestiae		Inp	han	t		₫ 041			
	To the same of the	0	\(\) 16	•	11	Ailment	s		
		0	5	6	10	Unconciousness	_		
		-	7	©	9	Stun	-		
6 0		Aff	inities/	Resista	ances	Nix	-		
2		Ph	ysical	1	00%	Petrification	_		
HP	18	W	Water		Water		0%	Confusion	_
EXP	6	L	Light		00%	Blindness	Δ		
Guilders	3		Fire 15		50%	Sleep	0		
Recr	uit	Si	torm	1	00%	Poison	-		
₩ 8	%	[Dark 100%		Curse	-			
Locat	Location			rop		Steal			
Rolling Hills -		hite brea apple lea	,	,	white bread (25%) supple leather (18%)				

Nymphae		Jac	kpot	ty		G	© 2		
	7	0	96	•	93	Ailment	S		
		0	89	6	88	Unconciousness	_		
		3	71	@	107	Stun	_		
		A	ffinities/	Resis	tances	Nix	Δ		
1		P	hysical		100%	Petrification	-		
HP	214	1	Water		Water		50%	Confusion	-
EXP	58		Light		100%	Blindness	_		
Guilders	99		Fire		150%	Sleep	_		
Recr	uit	5	Storm		100%	Poison	-		
> 10	.4%		Dark	100%		Curse	0		
Location			D	rop		Steal			
Sea - North of Summerland	100	leep-be-g			sleep-be-gone shadowglass (



		Jackrab	bot			3 110	
1		98	•	92	Ailment	is	
	2	S 53	•	68	Unconciousness	-	
		3 62	@	105	Stun	_	
		Affinities/	Resist	ances	Nix	_	
3		Physical	I	00%	Petrification	_	
HP	172	Water	Water 100%		Confusion	Δ	
EXP	54	Light	Light 100		Blindness	_	
Guilders	73	Fire	100%		Sleep	0	
Recr	uit	Storm		50%	Poison	_	
₩ 6.	4%	Dark	I	00%	Curse	_	
Locat	Location		rop		Steal		
The Pig Iron South	The Pig Iron Plain - South		sundrop (20%) gnomebeard (4%)) 5)	



Nobilia		Jell	у Ва	by			349	
M	7	0	76	0	75	Ailment	ts	
Marie	11111	0	40		53	Unconciousness	×	
9,	X	3		©	96	Stun	×	
				Resist	ances	Nix	Δ	
V				ī	00%	Petrification	×	
HP	136	٧	ater	5	50%	Confusion	×	
EXP	_	L	ight	I	00%	Blindness	×	
Guilders	_		Fire	I	30%	Sleep	×	
Recr	uit	S	torm	I	00%	Poison	×	
_		-	Dark	1	00%	Curse	Δ	
Location			D	rop		Steal		
Mummy's Tu	mmy	_				_		

₿ Bestiae		Jab	ber				29 029
		0	17	•	П	Ailment	s
		0	8	•	7	Unconciousness	_
	_	-	14	0	18	Stun	_
AT	3	Af	finities/	Resist	tances	Nix	-
1	Pł	ysical		100%	Petrification	_	
HP	16	٧	Vater	100%		Confusion	_
EXP	7	1	ight	100%		Blindness	Δ
Guilders	3		Fire	100%		Sleep	0
Recr	uit	S	torm		150%	Poison	_
≫ 8′	%		Dark		100%	Curse	-
Location D			rop		Steal		
Deep Dark V	Deep Dark Wood				, ,	crunchy carro	, ,









		2	167	•	151	Unconciousness	×
			159	©	201	Stun	×
3	5	Af	finities/l	Resist	tances	Nix	×
white	-	PH	ysical		100%	Petrification	×
HP	4300	٧	Vater		100%	Confusion	×
EXP	3900	1	Light		100%	Blindness	Δ
Guilders	4200		Fire		100%	Sleep	×
Reci	ruit	S	torm		100%	Poison	×
_	-		Dark		100%	Curse	×
Loca	tion		Di	тор		Steal	
ing Dong [nanna event		_				acat king's claw	vs (18%)

Ailments

237

	Daemonia M	l-	Lig	ghtsh	ade	,	<u>©</u> 🙋 25	
	p. S.		8	42	9	43	Ailment	s
	Single	00/	0	27		36	Unconciousness	\triangle
			-	26	3	47	Stun	_
		5	A	ffinities/	Resist	ances	Nix	_
	AN A	1	P	hysical	I	00%	Petrification	0
	HP	80	1	Water	Ī	00%	Confusion	0
	EXP	26		Light	1	00%	Blindness	_
Gi	uilders	14		Fire	1	00%	Sleep	_
1000	Recru	ıit	5	itorm	1	00%	Poison	_
	₩ 89	6	-	Dark	I	00%	Curse	Δ
	Locati	on		D	rop		Steal	
Shir	Shimmering Sands -		(W)	ogurt (10	0%)			
Eas	t		© 5	weetie pi	e (4%)		p booster shoots	s (18%)



1		12	81	29	//	Allmen	ts
4)	7	0	67		74	Unconciousness	_
11/2		3	73	(3)	87	Stun	_
the		Af	finities/F	Resist	ances	Nix	_
		Pł	ysical	- 1	50%	Petrification	-
HP	173	٧	Vater	1	00%	Confusion	_
EXP	40	1	ight	I	00%	Blindness	-
uilders	36		Fire	-	00%	Sleep	_
Reci	ruit	S	torm		50%	Poison	-
≫ I	3%	-	Dark	I	00%	Curse	-
Locat	tion		Dr	ор		Steal	
- Southe nmerland	ast of The		eep-be-g			sleep-be-gone	` ,

Milites		Lit	tle B	Bigh	orn		
	32	0	47	•	56	Ailment	is
	3:	0	27	•	36	Unconciousness	0
20	43	3	33	0	47	Stun	_
W.	13	Af	finities/	Resist	ances	Nix	_
* S	19	Ph	ysical		35%	Petrification	_
HP	104	٧	Vater	Ī	00%	Confusion	0
EXP	34	L	ight	100%		Blindness	_
Guilders	13		Fire	I	00%	Sleep	-
Recr	uit	S	torm	Ī	00%	Poison	Δ
≫ 8'	%	[Dark	I	00%	Curse	Δ
Location			D	rop		Steal	
Smoky Mountains		-	runchy ca	,	,	crunchy carrot	, ,



8% Location Friday Island

Sum

	La	goon	149	aiad	.6.	193	
	2	64	•	63	Ailment	s	
	0	68	•	67	Unconciousness	_	
		46	0	71	Stun	_	
	Af	finities/R	lesis	tances	Nix	Δ	
	PI	nysical		100%	Petrification	_	
	٧	Water 10		100%	Confusion	_	
	-	Light	100%		Blindness	_	
		Fire	100%		Sleep	_	
	S	torm		100%	Poison	_	
		Dark		100%	Curse	0	
		Dr	ор		Steal		
	P	oison-be-	gone	(10%)	poison-be-gon	e (25%)	
_	S 📽 S	pringwate	r (4%	5)	ruby ripple ice cr	ream (15%)	

Flora		Lo	tus E	Bub	bud	<u>G</u> (3 🔯 163
0	d	0	120	9	126	Ailmen	its
12	1.	Q	123	•	125	Unconciousness	-
M	VIV.	-	84	0	101	Stun	Δ
W		Af	finities/	Resist	ances	Nix	_
1		Ph	ysical	ı	00%	Petrification	-
HP	321	٧	Vater		50%	Confusion	_
EXP	81	1	ight	I	00%	Blindness	_
Guilders	157		Fire	1	50%	Sleep	-
Recr	uit	S	torm	I	00%	Poison	-
₩ 4	%	1	Dark	I	00%	Curse	0
Locat	ion		D	rop		Stea	
Winter Won North	derlands -	_	ix-be-goi			nix-be-gone (,



Nymphae		Les	ser S	Spot	tted	Naiad 🔯 🏾	195	
	A	8	114	•	109	Ailmen	-	
YAZ.	AP	2	102	•	109	Unconciousness	_	
06 M			92	@	111	Stun	_	
	18	Aff	inities/	Resist	ances	Nix	Δ	
13		Ph	ysical	- 1	00%	Petrification	_	
HP	279	W	ater	T	00%	Confusion	_	
EXP	76	Li	ight	100%		Blindness	_	
Guilders	138	F	ire	100%		Sleep	_	
Recr	uit	St	orm	1	00%	Poison	_	
₩ 4	%	D	ark	- 1	00%	Curse	0	
Locat	ion		Di	rop		Steal		
Sea - The Spr	ring Isles	-	nfusion-l	-	e (10%)	confusion-be-		

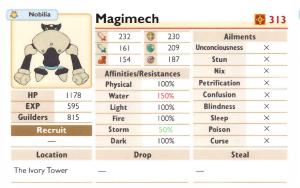
Bestiae		Lub	ber	Cu	ıb	(6)	™ 0
C S	2	0	119	0	116	Ailment	s
	9	0	31	•	66	Unconciousness	-
		3	112	0	106	Stun	-
@ (G)	3	Aff	inities/	Resist	ances	Nix	_
0	30	Phy	ysical		00%	Petrification	-
HP	267	W	ater	100%		Confusion	_
EXP	77	Li	ight	100%		Blindness	Δ
Guilders	125	F	ire	100%		Sleep	0
Recr	uit	St	orm		50%	Poison	_
→ 4.	3%	D	ark		00%	Curse	_
Location			D	rop		Steal	
Shipwreck Sh	oro	₩ yo	gurt (89	%)		yogurt (20%)	
Shipwieck Sh	ore	p la	anet cry	stal (1	5%)	planet crystal (20%)	

Flora		Lumbe	rwood		Ø 157
Carried States		N 118	115	Ailmen	ts
		Q 61	II3	Unconciousness	-
		3 58	③ 104	Stun	Δ
C A		Affinities/	Resistances	Nix	_
		Physical	100%	Petrification	_
HP	316	Water	100%	Confusion	-
EXP	78	Light	100%	Blindness	-
Guilders	125	Fire	150%	Sleep	-
Recr	uit	Storm	50%	Poison	_
₩ 6	%	Dark	100%	Curse	0
Locat	ion	D	rop	Stea	
No Longer M	line	fishburger	,	fishburger (25	,

Dracones		Ma	hana	aja		Q	© 21
00	a	0	218	•	215	Ailment	ts
9	8	0	218		168	Unconciousness	\triangle
1		-	134	3	181	Stun	_
		Af	finities/	Resist	ances	Nix	-
		PI	nysical	1	00%	Petrification	_
HP	524	٧	Vater	1	00%	Confusion	_
EXP	167		Light	I	00%	Blindness	_
Guilders	268		Fire	I	00%	Sleep	_
Recr	uit	S	torm		50%	Poison	0
> 6	5%		Dark	- 1	00%	Curse	_
Location			D	rop		Steal	
The Ivens Tevres		m n	noon cry	stal (25	(%)	moon crystal (35%)
The Ivory To	The Ivory Tower			ondro	p (5%)	iumbo moondrop (20%	



Aves		Major	Byr	de		078
5	3	Q 105	9	108	Ailmen	ts
Equi	3	% 85	6	80	Unconciousness	_
3	Co.	3 95	(2)	94	Stun	_
7		Affiniti	es/Resis	tances	Nix	_
U		Physica	ıl	100%	Petrification	_
HP	239	Water		100%	Confusion	_
EXP	68	Light		100%	Blindness	0
Guilders	122	Fire		100%	Sleep	Δ
Recr	uit	Storm		100%	Poison	_
₩ 6.	4%	Dark		100%	Curse	-
Locat	ion		Drop		Steal	
Skull Mountai	in - North	nix-be-	gone (89 ime (5%)	,	nix-be-gone (20	,



		Man	na S	ase	quasi	n 🥝 🕜	፟ 056
- luca	Las	8	31	9	143	Ailment	ts
7/00	0	2	81	•	83	Unconciousness	-
	A A	-	79	0	123	Stun	_
The same	Fra 7	Affinities/Resistances				Nix	_
are	الركيس	Phys	ical	100%		Petrification	_
HP	367	Water			0%	Confusion	-
EXP	86	Ligi	ht	100%		Blindness	Δ
Guilders	168	Fir	e	150%		Sleep	0
Recr	uit	Stor	rm	- 1	00%	Poison	_
₩ 4	%	Dai	rk	- 1	00%	Curse	-
Locat	ion		Dro	Р		Steal	
The Glittering	The Glittering Grotto		dy shinb		, ,	sturdy shinbone (30%)	

Nobilia	•	Ma	gim	ech	Mas	ter	316	
1		0	257	•	264	Ailments		
6.00	000	0	184	6	258	Unconciousness	×	
A	MA	-	3 186	©	221	Stun	×	
		Af	finities/	Resist	ances	Nix	×	
	Acres 1	Ph	nysical	1	00%	Petrification	×	
HP	1332	Water		100%		Confusion	×	
EXP	702	1	Light	100%		Blindness	×	
Guilders	943		Fire	100%		Sleep	×	
Recr	uit	S	torm		50%	Poison	×	
_		-	Dark	1	00%	Curse	×	
Location		Drop				Steal		
The Ivory To	wor							

Aquatica	oi.	Ma	ngle	rfis	h	©	₫ 🧖 059				
1		8	133	9	135	Ailment	s				
		0	81	6	94	Unconciousness	_				
1		3	3 58	0	106	Stun	_				
	74	Affi	inities/	Resist	ances	Nix	-				
4		Phy	sical	I	00%	Petrification	Δ				
HP	335	W	ater		50%	Confusion	-				
EXP	91	Li	Light		Light		Light 1009		00%	Blindness	-
Guilders	131	F	Fire		50%	Sleep	-				
Recr	uit	St	orm	I	00%	Poison	0				
₩ 4	%	D	ark	100%		Curse	_				
Locat	ion		Di	rop		Steal					
Winter Won North		ep-be-g	,	,	sleep-be-gone (25%) beetle horn (5%)						

Nobilia		Magi	Magimech Sentry						
and a		2	48	0	252	Ailmen	its		
		0	81	6	241	Unconciousness	×		
		3 1	73	3	208	Stun	×		
5005		Affinities/Resistances			ances	Nix	×		
		Physi		100%		Petrification	×		
HP	1308	Water			50%	Confusion	×		
EXP	678	Ligh	ight 100%		Blindness	×			
Guilders	905	Fire	е	100%		Sleep	×		
Recruit	1929	Stor	m		50%	Poison	×		
_		Dar	k	-	00%	Curse	×		
Location			Dro	р		Stea			
Location The Ivory Tower			Dro	р		Stea			

Nobilia		Ma	Manic Magimech							
200		0	239	9	241	Ailmei	nts			
		0	173	•	222	Unconciousness	×			
		3	162	(3)	199	Stun	×			
85	36	Af	Affinities/Resistances			Nix	X			
01 10		Pi	Physical		00%	Petrification	×			
HP	1254	٧	Vater	1	50%	Confusion	×			
EXP	637	-	Light	100%		Blindness	×			
Guilders	862		Fire	100%		Sleep	×			
Recr	uit	S	torm		50%	Poison	×			
_			Dark	1	00%	Curse	×			
Locat	ion		Di	rop		Stea	ıl			
Location The Ivory Tower			Drop			Stea	ıl			



planet crystal (25%)

jumbo stardrop (5%)





6.4%

Location

The Vault of Tears

The Ivory Tower

Me	galit	h		•	4 138
0	111	9	135	Ailmen	ts
0	83	6	85	Unconciousness	_
-	65	③ 85		Stun	0
Af	finities/	Resist	ances	Nix	0
Pł	ysical		70%	Petrification	_
٧	Vater	100%		Confusion	Δ
I	ight	1	00%	Blindness	_
	Fire	I	00%	Sleep	Δ
S	torm	1	00%	Poison	Δ
	Dark	I	00%	Curse	_
	D	rop		Steal	
St.	tardrop (20%)		stardrop (32%	5)
% d	ragonsto	oth rin	ıg (2%)	phoenix feath	er (18%)

planet crystal (35%)

eelestial sword (5%)

A Milites		Mit	te				© 013
100	90	0	107	0	108	Ailmen	its
		0	51	6	61	Unconciousness	0
4	FO	-	87	(2)	85	Stun	_
		Aff	finities/	Resist	ances	Nix	_
I	I		ysical		00%	Petrification	_
HP	251	W	/ater	I	50%	Confusion	0
EXP	65	L	ight	1	00%	Blindness	-
Guilders	109		Fire	I	00%	Sleep	_
Recr	uit	Si	torm		50%	Poison	Δ
₩ 6	%	[Dark	I	00%	Curse	Δ
Locat	Location		D	rop		Stea	
Ugly Duckling	g Isle	-	mbersto neesebui	,	,	emberstone Pebble Pelt ge	, ,



3%

Location

The Ivory Tower

South



Aves)	Mohav	wk		C	₫ 5 082		
	C	69	9	69	Ailments			
50	8	3 0	6	45	Unconciousness	_		
The		3 58	0	84	Stun	-		
N	Y	Affinitie	s/Resis	tances	Nix	-		
212	22			100%	Petrification	-		
HP	159	Water		100%	Confusion	_		
EXP	41	Light	it 100%		Blindness	0		
Guilders	47	Fire		100%	Sleep	Δ		
Recr	uit	Storm		150%	Poison	-		
> 10.	4%	Dark		100%	Curse	-		
Locat	Location		Drop		Steal			
Teeheeti		embers wildflow	,		emberstone (30%) carrot cake (18%)			



1	lessy P	les	sie	ė	214
9	129	0	134	Ailmen	ts
9	70	6	103	Unconciousness	\triangle
4	94	(3)	126	Stun	_
	Affinities/R	esist	ances	Nix	_
	Physical	- 1	00%	Petrification	_
	Water	50%		Confusion	-
	Light	100%		Blindness	_
	Fire	1	50%	Sleep	_
	Storm	I	00%	Poison	0
	Dark	I	00%	Curse	-
	Dr	ор		Steal	
- 🧣	caramels (8	3%)		caramels (20%	6)
¥	gustplume	(5%)		gustplume (20)%)

No. of Street, or other Persons		8	74	9	64	Ailme
1		8	35	6	66	Unconciousness
	Total Control	3	42	(3)	81	Stun
7		Af	finities/	Resist	ances	Nix
	din.	Ph	ysical	I	00%	Petrification
HP	1375	٧	Vater	T	30%	Confusion
EXP	650	ı	ight	I	00%	Blindness
Guilders	420		Fire		50%	Sleep
Recr	uit	S	torm	1	00%	Poison
_		-	Dark	1	00%	Curse
Locat	ion		D	rop		Ste

Milites		Mi	ghty	Mi	÷	4 0		
(1)0	0	0	146	9	145	Ailmen	ts	
1116)	0	84	6	121	Unconciousness	0	
		3	127	②	136	Stun	-	
1		Af	finities/I	Resist	tances	Nix	_	
T.		PI	nysical		100%	Petrification	-	
HP	393	٧	Vater		150%	Confusion	0	
EXP	105	1	Light		100%	Blindness	-	
Guilders	168		Fire		100%	Sleep	_	
Recr	uit	S	torm		50%	Poison	Δ	
> 4.	8%		Dark		100%	Curse	Δ	
Locat	ion		Dr	ор		Steal		
Billy Goat's E	Bluff -	□ c	heesebur	ger (1	0%)	acheeseburger	(25%)	
North		© 5	arsaparilla	sund	lae (4%)	bluster blade	(5%)	

Automata		Mo	noli	th		· •	3 13
OB		0	55	9	91	Ailment	s
100.100		0	43	6	45	Unconciousness	_
1000 mm	-11	3	42	(3)	56	Stun	0
94		Af	finities/	Resist	ances	Nix	0
4		Ph	ysical		80%	Petrification	_
HP	65	٧	Vater		00%	Confusion	Δ
EXP	37	l	Light 100%		100%	Blindness	_
Guilders	32		Fire	100%		Sleep	Δ
Recr	uit	S	torm		100%	Poison	Δ
₩8	%	I	Dark		100%	Curse	-
Locat	ion		D	rop		Steal	
The Bayous - West		-	reamy m			creamy milk (20%)	





snowdrop bonbons (3%)

Leech gem (5%)

Dracone	A	Naja			217
	-00	24	24 😲 21		nts
	T	1 6	©	Unconciousness	\triangle
1		3 19	② 28	Stun	_
X	5	Affinities/	Resistance	s Nix	-
7		Physical	100%	Petrification	-
HP	33	Water	100%	Confusion	-
EXP	12	Light	100%	Blindness	_
Guilders	8	Fire	100%	Sleep	-
Rec	ruit	Storm	150%	Poison	0
>	3%	Dark	100%	Curse	_
Location		Di	гор	Stea	ıl
Ding Dong Well		flan (20%)		flan (20%)	
Dill's Dolls	v veii	springwate	er (4%)	springwater	(18%)

Flora		Nightca	ар		<u>©</u> 🥷 🔯 172		
0		202		183	Ailmen	ts	
0		180	•	142	Unconciousness	_	
	.0	4 101	@	162	Stun	Δ	
		Affinities/	Resistan	ces	Nix	_	
9.0		Physical	100	%	Petrification	_	
HP	483	Water	Water 100%		Confusion	_	
EXP	151	Light	Light 100%		Blindness	_	
Guilders	241	Fire	100	%	Sleep	_	
Recr	uit	Storm	509	6	Poison	_	
₩ 12	.5%	Dark	100%		Curse	0	
Location		Drop			Steal		
Nazcaä		crownberries (12%) sprite dew (4%))	crownberries seeds of disco	` '	



Daemonia		Ni	ghtsh	ad	е	₫ 🗞 260		
		0	222	9	214		Ailmer	nts
		Sx	184	6	197	Unconci	iousness	Δ
		4	137	0	216	St	un	_
		A	ffinities/F	Resist	ances	N	lix	-
4		P	Physical		00%	Petrifi	ication	0
HP	528	1	Water	100%		Conf	usion	0
EXP	172		Light 100%		Bline	dness	-	
Guilders	282		Fire 100%		SIe	еер	_	
Reci	uit	Storm		100%		Poi	son	-
₩ 4	1%		Dark	100%		Cu	rse	Δ
Location		Drop			Steal		ıl	
The Ivory Tower		moon crystal (25%) seeds of discord (5%)		moon crystal (35%) cat king's claws (5%)				



♦ Vermes		Ob	scur	obo	oros	· •	187
		8	118	9	113	Ailmen	ts
B(a	1	2	85	6	94	Unconciousness	0
Za.	4/3	4	95	0	114	Stun	-
		Af	finities/	Resist	ances	Nix	_
		Pi	Physical		00%	Petrification	_
HP	313	٧	Water	100%		Confusion	_
EXP	76	-	Light	150%		Blindness	_
Guilders	136		Fire	I	00%	Sleep	_
Recr	uit	Storm		100%		Poison	Δ
₩ 12	.5%		Dark		50%	Curse	_
Location			Drop		Steal		
The Vault of Tears		-	poison-be-gone (10%) baneflower (4%)		poison-be-gor		

Flora		Napcap			169
		27	3 28	Ailmen	ts
		26	© 29	Unconciousness	-
		2 1	② 28	Stun	Δ
(0)	8	Affinities/	Resistances	Nix	_
VV		Physical	100%	Petrification	_
HP	42	Water	100%	Confusion	_
EXP	14	Light	100%	Blindness	_
Guilders	12	Fire	100%	Sleep	_
Recr	uit	Storm	50%	Poison	-
₩ 2.	>> 25%		100%	Curse	0
Location		Drop		Steal	
Golden Grove		sundae (20%)		sundae (25%)	



@ @ 233



26								
HP	517							
EXP	177							
Guilders 269								
Recruit								

4%

LOC	ation
The Ivory	Tower

Га	aum	Га	rtriu	ge 🙀 🖺	W 077
0	220	9	217	Ailmei	nts
2	187	6	182	Unconciousness	_
-	133	(3)	206	Stun	-
Affinities/Resistances				Nix	_
PH	Physical 100%		Petrification	_	
٧	Vater		100%	Confusion	_
ı	ight		50%	Blindness	0
	Fire		100%	Sleep	Δ
S	torm		100%	Poison	-
- 1	Dark 100%		Curse	_	
	Dr	ор		Stea	ı
-				_	

Pa	ladin	ge 🐉 🕻	3 099				
0	220	0	217	Ailments			
2	187	(6)	182	Unconciousness	_		
-	133	②	206	Stun	-		
Af	Affinities/Resistances			Nix	-		
PH	nysical	sical 100%		Petrification	_		
٧	Vater	I	00%	Confusion	_		
ı	Light		50%	Blindness	0		
	Fire	I	00%	Sleep	\triangle		
S	torm	I	00%	Poison	_		
-	Dark	100%		Curse	_		
	Di	ор		Stea	ıl		
Tre Tre	boowle	(10%)		*tealwood (25	5%)		

adragon lance (5%)

@ @ 139

283

		Philip's	1415	SIICII	iaie	3
		132	0	155	Ailmen	ts
4	- Maria	N 108	•	143	Unconciousness	$_{\mu}$ \times
4000		3 163	(3)	129	Stun	×
-		Affinities/	Resist	ances	Nix	Δ
		Physical	I	00%	Petrification	×
HP	4560	Water	I	00%	Confusion	×
EXP	2630	Light	ı	30%	Blindness	×
Guilders	2980	Fire	- 1	00%	Sleep	×
Recr	uit	Storm	- 1	00%	Poison	×
_		Dark	50%		Curse	×
Location		Drop		Steal		



		0	151		193	Unconciousness	_
115%	ZN	1	121	0	165	Stun	0
Par les		Af	finities/	Resist	ances	Nix	0
1	4	PI	hysical		60%	Petrification	-
HP	431	٧	Vater	- 1	00%	Confusion	\triangle
EXP	162		Light	I	00%	Blindness	_
Guilders	247		Fire	I	00%	Sleep	\triangle
Recr	uit	S	torm	I	00%	Poison	\triangle
> 4	1%		Dark	1	00%	Curse	_
Location			D	rop		Steal	

snowflake (4%)

196

×	151		193	Unconciousness		
4	121	0	165	Stun	0	
A	ffinities/I	Resist	ances	Nix	0	
Р	hysical		50%	Petrification	_	
1	Water	100%		Confusion	Δ	
	Light	100%		Blindness	-	
	Fire	I	00%	Sleep	Δ	
5	Storm	I	00%	Poison	Δ	
	Dark	1	00%	Curse	-	
	Di	ор		Steal		
7	ooison-be	gone	(10%)	poison-be-gone (25%)		
و	umbo mo	ondro	p (5%)	jumbo moondrop (20%)		

219





Nazcaä

	1) [/ 1		
1 300	Affiniti			
		Physica		
HP	351	Water		
EXP	96	Light		
Guilders	Guilders 146			
Reci	Storm			
3	Dark			

Location	
The Glittering Grotto	

	Papa S	asquash	→	Ø 055	
	134	38	Ailmen	ts	
	75	© 85	Unconciousness	_	
١	3 91	© 119	Stun	_	
	Affinities/	Resistances	Nix	_	
J	Physical	100%	Petrification	_	
	Water	50%	Confusion	_	
	Light	100%	Blindness	Δ	
	Fire	150%	Sleep	0	
	Storm	100%	Poison	_	
	Dark	100%	Curse	-	
	D	rop	Steal		
	grow radi	sh (8%)	grow radish (20%)		
	pixie dew	(4%)	frosty flan (15%)		

Dracones		Ple	ssie				3 213
	3	0	87	9	86	Ailme	ents
1600	21	0	60	6	80	Unconciousness	Δ
1		-	67	0	74	Stun	_
	7	Af	finities/F	Resist	ances	Nix	_
		Ph	Physical		00%	Petrification	_
HP	189	V	/ater		50%	Confusion	_
EXP	51	L	ight		00%	Blindness	_
Guilders	61		Fire		50%	Sleep	_
Recr	uit	Storm			100%	Poison	0
₩ 8	₩ 8%		Dark		100%	Curse	_
Locat	tion	Drop Steal		al			
Sea - North of Autumnia	of		curse-be-gone (10%) curse-be-gone (28) wetstone (4%) wetstone (18%)				



₩ Vermes		Petram	and	ler	🐴 🚑 💋 184	
0.0		194	•	192	Ailmer	nts
SE		168	6	164	Unconciousness	0
- T-1	M	3 152	3	171	Stun	_
(-(7)	X 3	Affinities/	Resista	ances	Nix	_
27	5 2	Physical	1.	50%	Petrification	_
HP	498	Water	5	0%	Confusion	_
EXP	162	Light	- 1	00%	Blindness	_
Guilders	240	Fire	5	0%	Sleep	_
Recr	uit	Storm	5	0%	Poison	Δ
₩ 4	₩ 4%		100%		Curse	_
Locat	ion	Drop		Stea	ı	
Nazcaä		stone-be-g	stone-be-gone (10%)			ne (25%)
INAZCAA		soft scoop	ice crea	nm (4%)	white stag's antler (5%)	

Arcana		Poi	m Po	m		(2 6 2
6		0	28	9	27	Ailmen	its
(8	23	6	22	Unconciousness	_
1	. 1	-	22	0	29	Stun	_
1 M	-00	Aff	inities/	Resist	ances	Nix	_
	0	Ph	ysical		85%	Petrification	_
HP	53	W	/ater	-	00%	Confusion	_
EXP	15	L	ight		00%	Blindness	_
Guilders	13		Fire		50%	Sleep	_
Recr	uit	St	torm		00%	Poison	_
₩ I	3%	[Dark		00%	Curse	_
Locat	tion		Di	rop		Steal	
Golden Grov	/e	_	ipple lea	,	,	crispy lettuce	, ,

Mortui	
HP	428
EXP	136

		0	181	9	174	Ailmei	nts	
		2	151	6	166	Unconciousness	\triangle	
		-	109	©	154	Stun	-	
		Affinities/Resistances				Nix	0	
1 4		PI	Physical		00%	Petrification	0	
HP	428	٧	Water		00%	Confusion	_	
EXP	136	I	Light	150%		Blindness	Δ	
Guilders	225		Fire 100%		Sleep	_		
Reci	ruit	Storm		100%		Poison	_	
9 6.	.5%		Dark		50%	Curse	-	
Location			Drop			Steal		
Nevermore			planetdrop (25%) jumbo stardrop (5%)		,	planetdrop (35%) jumbo stardrop (20%)		

Phantasma

Arcana		Po	mpei	i		.	₫ 🔯 235
(50	-	8	103	•	107	Ailme	nts
(A)	(C)	0	82	•	87	Unconciousness	_
1 gar	De de	4	62	0	98	Stun	-
M	Men		Affinities/Resistances			Nix	-
	0	PI	Physical		70%	Petrification	_
HP	213	٧	Vater		50%	Confusion	_
EXP	59		Light		100%	Blindness	_
Guilders	100		Fire		50%	Sleep	-
Recr	uit	S	torm		100%	Poison	-
₩ 6.	5%	Dark			100%	Curse	-
Locat	tion	n Di		ор		Stea	ıl
Sea - Northy	vest of	sundrop (20		0%)		sundrop (32)	%)
The Summer	lands	😩 t	oadstool s	dstool sundae (3%)		skullfang ring	(5%)



Arcana Pond Pom Ailments 84 92 Unconciousness 91 Stun 98 Nix Affinities/Resistances Petrification Physical 80% HP Confusion 315 Water EXP 79 Light 100% Blindness Guilders 152 Sleep Fire Poison Recruit Storm 100% **9** 10.4% Dark 100% Curse Drop Steal Location poison-be-gone (10%) poison-be-gone (25%) The Glittering Grotto moon crystal (20%) planet crystal (16%)

Minima	. 1	Psych 7	Гуkе				
	500	113	•	105	Ailmer	nts	
0	5) 1	75	6	76	Unconciousness	_	
		4 69	0	104	Stun	-	
0	G		/Resist	ances	Nix	_	
2		Physical		00%	Petrification	-	
HP	279	Water	1	00%	Confusion	Δ	
EXP	65	Light		00%	Blindness	_	
Guilders	103	Fire		00%	Sleep	0	
Recr	uit	Storm		00%	Poison	-	
₩ 6.	.5%	Dark		00%	Curse	_	
Locat	tion		Drop		Stea	ı	
Rolling Hills - West		poison-be-gone (10%) cheeseburger (4%)			poison-be-go	, ,	

Nobilia	,	Porco C	Grosso		352
A		\(\) 119	3 137	Ailment	is
"		3 73	© 75	Unconciousness	×
	- 4	72	© 111	Stun	×
		Affinities/	Resistances	Nix	×
		Physical	50%	Petrification	×
HP	2540	Water	100%	Confusion	×
EXP	1130	Light	100%	Blindness	×
Guilders	1630	Fire	100%	Sleep	×
Recr	uit	Storm	130%	Poison	×
_	_		100%	Curse	×
Locat	ion	Drop		Steal	
Hamelin		hog's cog (100%)		tower toppler	(18%)

Bestiae		Psychol	phant		042
		Q 118	9 111	Ailments	
AND		Q 64	68	Unconciousness	_
	93	3 56	© 112	Stun	_
1		Affinities/I	Resistances	Nix	-
- 4	26	Physical	100%	Petrification	-
HP	328	Water	50%	Confusion	-
EXP	80	Light	100%	Blindness	Δ
Guilders	117	Fire	150%	Sleep	0
Recr	uit	Storm	100%	Poison	_
> 6.	4%	Dark	100%	Curse	
Location		Dr	ор	Steal	
No Longer Mine		sturdy shir drakestone	. ,	sturdy shinbo	,



Bestiae	4	Psy	cho	pha	nt (g	golden) 🚦	3 🔯 410
		245		3 241		Ailme	nts
	la -	8	169	6	203	Unconciousness	_
		4	96	0	216	Stun	_
	7	Af	Affinities/Resistances			Nix	-
	Physical		100%		Petrification	_	
HP	668	٧	Vater		50%	Confusion	-
EXP	378	L	ight	ı	00%	Blindness	Δ
Guilders	498		Fire	I	50%	Sleep	0
Recr	uit	S	torm	1	00%	Poison	-
₩ 4.8	8%	I	Dark	I	00%	Curse	_
Location		D	Drop		Steal		
Golden Grov	e	₩ b	pbig babana (10%)			👕 big babana (20%)
(Available po	st-clear)	₩ g	lowstone	(4%)		troll's tears (20%)

20				tty	Pot		Nymphae
ts	Ailment	81	0	75	0	(
-	Unconciousness	73	6	58	0		
_	Stun	81	0	54	3		
Δ	Nix	Affinities/Resistances			Aff		
-	Petrification	100%		Physical			1
_	Confusion	0%	5	Vater	W	166	HP
_	Blindness	00%	10	ight	L	41	EXP
_	Sleep	50%	15	Fire		51	Guilders
_	Poison	00%	10	torm	St	uit	Recr
0	Curse	00%	10	Dark		3%	2 13
Steal			Drop			Location	
blindness-be-gone (25%)		(10%)	blindness-be-gone (10%)			ast of The	ea - Southea
** bass bell (20%)			(%)	ass bell (!	™ ba	5	ummerlands

⚠ Milites		Pu	rrloi	ner			005
20	o	0	63	9	57	Ailmen	ts
		0	31	6	38	Unconciousness	0
		-	51	(3)	70	Stun	_
1		Af	Affinities/Resistances			Nix	_
1	Physical		100%		Petrification	_	
HP	134	٧	Vater	I	50%	Confusion	0
EXP	31	L	ight	100%		Blindness	_
Guilders	33		Fire	I	00%	Sleep	_
Recr	uit	S	torm	1	00%	Poison	Δ
₩ I.	3%		Dark	100%		Curse	Δ
Location Dr		rop		Stea			
The Bayous - West		-	supple leather (12%) moondrop (15%)		supple leather (30%) burning blade (5%)		

Aves)	Prohaw	/k			
	Ĉ,	1 49	3 148	Ailments		
50	5	132	© 103	Unconciousness	-	
T	Was a second	3 128	© 111	Stun	-	
No	4-	Affinities/	Resistances	Nix	_	
22		Physical	100%	Petrification	_	
HP	371	Water	150%	Confusion	_	
EXP	90	Light	100%	Blindness	0	
Guilders	163	Fire	100%	Sleep	Δ	
Recr	uit	Storm	50%	Poison	_	
₩ 6.5%		Dark	100%	Curse	_	
Location		D	rop	Steal		
Billy Goat's Bl	luff -	gustplume	e (12%)	gustplume (30)	%)	
North		acappuccin [o (4%)	all-be-gone (15	5%)	

Milites		Pu	ss in	Во	ats		800 🔊
20		\(\) 144		•	153	Ailmen	ts
			121	•	116	Unconciousness	0
NF .		4	117	@	123	Stun	_
JA.		A	Affinities/Resistances			Nix	_
		PI	Physical		00%	Petrification	_
HP	344	٧	Vater		50%	Confusion	0
EXP	87		Light	ı	00%	Blindness	_
Guilders	154		Fire	I	50%	Sleep	_
Recr	uit	S	torm	1	00%	Poison	Δ
₩ 6	5%		Dark		00%	Curse	Δ
Location			Drop		Steal		
The Bayous - West		-	supple leather (12%) moondrop (15%)		supple leather (30%) burning blade (5%)		



-	•
HP	376
EXP	92
Guilders	163

EXP	92				
Guilders	163				
Recruit					
≥ 6.5%					

Location
Billy Goat's Bluff -
South

Drop
green grapes (8%)
100 alaman amustal (200/)

154	9 144	Ailmer	nts
109	(S) 109	Unconciousness	0
3 139	3 128	Stun	_
Affinities/	Resistances	Nix	-
Physical	100%	Petrification	-
Water	150%	Confusion	0
Light	100%	Blindness	_
Fire	50%	Sleep	-
Storm	100%	Poison	Δ
Dark	100%	Curse	Δ



green grapes (20%)

planet crystal (20%)



Nazcaä

0	197	•	188	Ailmei	nts	
0	205	6	182	Unconciousness	Δ	
	164	©	172	Stun	-	
Af	Affinities/Resistances		Nix	-		
PI	Physical 100%		Petrification	0		
٧	Vater	1	00%	Confusion	0	
-	Light	ı	00%	Blindness	-	
	Fire	100%		Sleep	-	
S	torm	1	00%	Poison	_	
	Dark	100%		Curse	Δ	
Drop				Steal		
pair of) black wings (12%)			gs (12%)	(pair of) black wings (30%)		

aradiant blade (5%)

265

Nobilia		Quee	n Lo	wla		37
Total		213	0	221	Ailments	
	276	\ 157	•	141	Unconciousness	×
		3 148	0	205	Stun	×
J. H		Affinities/Resistances			Nix	×
-	4	Physica	ı	100%	Petrification	×
HP	5100	Water		100%	Confusion	×
EXP	4100	Light		100%	Blindness	\triangle
Guilders	4200	Fire		100%	Sleep	×
Recr	uit	Storm		100%	Poison	×
_		Dark		100%	Curse	Δ
Location		Drop			Steal	
Al Mamoon (after manna event)		_			patty cake (36	%)

₿ Bestiae	Allo	Rh	inob	ore		→	I 027	
		0	118	•	102	Ailmen	ts	
		0	51	6	65	Unconciousness	_	
	91	-	81	0	117	Stun	_	
ALL STATES	Affinities/			Resist	ances	Nix	_	
A. A.		PI	nysical		100%	Petrification	-	
HP	283	٧	Vater		50%	Confusion	_	
EXP	68	I	ight		00%	Blindness	Δ	
Guilders	95		Fire		100%	Sleep	0	
Recr	uit	Storm		150%		Poison	_	
9 9	1%	-	Dark		100%	Curse	-	
Location			Di	rop		Steal		
Rolling Hills - West		tender beef (8%)			5)	tender beef (20%)		

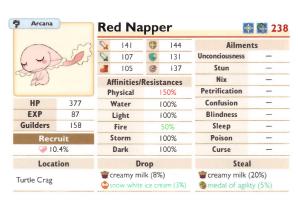
espresso (3%)



Bestiae	-	Rh	inosa	aur			0
		0	14	0	5	Ailmen	ts
4		0	5	6	4	Unconciousness	_
1		-	3	(3)	3	Stun	_
May .	10	Af	finities/	Resist	ances	Nix	-
S. A.		Ph	ysical		00%	Petrification	-
HP	12	W	ater		50%	Confusion	_
EXP	2	L	ight		00%	Blindness	\triangle
Guilders	2		Fire		00%	Sleep	0
Recr	uit	Storm		100%		Poison	-
₩ 18	3%	[)ark	100%		Curse	_
Location			D	rop		Steal	
Rolling Hills		*te	nder be	ef (8%)	wtender beef (20%)
MOINING MINS		TO SE	oringwate	er (4%)	gringwater (18%)



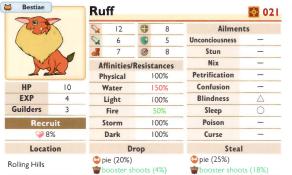
₿ Bestiae	0	Rhi	inosa	aw		- ♦-	2 028	
		0	173	•	155	Ailments		
		8	105	•	127	Unconciousness	-	
		3	106	©	134	Stun	-	
12	0	Afl	finities/	Resist	ances	Nix	_	
A STATE OF THE PARTY OF THE PAR		Ph	ysical	- 1	00%	Petrification	-	
HP	424	W	/ater		50%	Confusion	_	
EXP	125	L	ight	100%		Blindness	Δ	
Guilders	182	-	Fire	I	50%	Sleep	0	
Recr	uit	Storm		100%		Poison	_	
9 9	1%	[Dark	1	00%	Curse	_	
Locat	Location			rop		Steal		
Miasma Mars	Miasma Marshes		stardrop (25%) star crystal (20%)			stardrop (35%) star crystal (20%)		



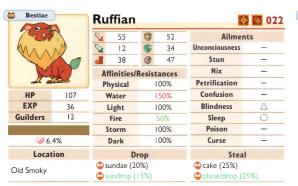
	0	•	₿ 026					
	-	0	59	0	62	Ailment	:s	
6		0	37	6	49	Unconciousness	_	
. 16			37	(3)	61	Stun	_	
	Affinities/Resistances				Nix	_		
	-3	Ph	ysical	- 1	00%	Petrification	_	
HP	140	W	Water		50%	Confusion	_	
EXP	40	L	ight	100%		Blindness	Δ	
Guilders	22		Fire	100%		Sleep	0	
Recr	uit	St	torm	-	00%	Poison	_	
₩ 14	.4%	[)ark	1	00%	Curse	-	
Location			D	rop		Steal		
The Daviese	\A/aaa	₩ flu	uffy rice	(8%)		fluffy rice (20%)		
The Bayous -	AA62[₽ gl	owcap (4%)		glowcap (18%))	



₿ Bestiae		Sas	squis	h			© 053	
1 A	1	2	126	0	130	Ailments		
Fig	Time	2	56	6	71	Unconciousness	_	
		-	57	©	103	Stun	_	
(Jun 1)	Ju 1	Af	finities/R	lesist	tances	Nix	_	
Cham-	طروس	Ph	nysical		00%	Petrification	_	
HP	317	٧	Vater		50%	Confusion	_	
EXP	77	L	Light		100%	Blindness	Δ	
Guilders	132		Fire		150%	Sleep	0	
Recr	uit	S	torm		100%	Poison	_	
₩ 8	3%	-	Dark		100%	Curse	_	
Location			Dr	ор		Steal		
Winter Wonderlands -		moondrop (20%)				moondrop (32%)		
North		moon crystal (16%)				aragonstooth ring (5%)		



Nobilia		Sa	tellit	е			38
n	3	0	182	9	204	Ailment	s
		0	175	•	218	Unconciousness	×
60		-	191	©	247	Stun	×
S	Af	finities/	Resist	ances	Nix	×	
		Ph	ysical	- 1	00%	Petrification	×
HP	1500	٧	Vater	ī	00%	Confusion	×
EXP	_	L	ight	I	00%	Blindness	X
Guilders	_		Fire	I	00%	Sleep	×
Recr	uit	S	torm	l	00%	Poison	×
_		I	Dark	1	00%	Curse	×
Location Di		rop		Steal			
The Ivory To							



Mortui		Sci	ramb	oled	Egg	roll	294
600	1	0	153	0	165	Ailmei	nts
1	Tr	2	112	•	105	Unconciousness	\triangle
7	A.A.	3	102	@	110	Stun	_
THE	0			Affinities/Resistances			0
*		Ph	ysical	1	00%	Petrification	0
HP	290	٧	Vater	1	00%	Confusion	_
EXP	100	L	ight	I	50%	Blindness	Δ
Guilders	171		Fire	I	00%	Sleep	_
Recr	uit	S	torm	I	00%	Poison	_
> 10	.4%	-	Dark		50%	Curse	_
Locat	Location Dr		rop		Steal		
Billy Goat's B	Bluff -	₩ b	lack truff	le (8%)		wblack truffle	(20%)
South		₩ ja	de marb	le (4%)		noble attire ((5%)

Nobilia Nobilia		Ru	Rusty's Nightmare							
	5	0	41	9	38	Ailmen	ts			
. 1	1	8	60	•	50	Unconciousness	×			
		4	41	3	53	Stun	×			
				Resist	ances	Nix	×			
				ı	00%	Petrification	×			
HP	520	٧	Vater		00%	Confusion	×			
EXP	320	ı	ight	1	30%	Blindness	×			
Guilders	320		Fire		00%	Sleep	×			
Recr	uit	S	torm	-	00%	Poison	×			
	— Dark		Dark		50%	Curse	×			
Locat	Location Dr		rop		Steal					
Motorville		_				_				

Bestiae		•	4 02 4					
P		0	208		187	Ailment	ilments	
(Con		Q	157	•	168	Unconciousness	-	
	m	4	159	@	183	Stun	-	
W	A	finities/	Resist	ances	Nix	_		
1	Physical		-	00%	Petrification	_		
HP	491	٧	Vater		50%	Confusion	_	
EXP	165		Light	-	00%	Blindness	Δ	
Guilders	222		Fire		50%	Sleep	0	
Recr	uit	S	torm		00%	Poison	_	
> 4	%		Dark	ı	00%	Curse	_	
Location D		Di	rop		Steal	Steal		
Nazcaä		_	crownberries (12%) patty cake (3%)			crownberries (30%) Heat Ray gem (5%)		

Bestiae		· ф	3 054				
A framework	Some of the same	131	9	138	Ailment	is	
100	714	67	•	78	Unconciousness	-	
1	76		3	127	Stun	-	
(F.111,	Jun 1)	Affinities/	Resist	ances	Nix	-	
	الشكيا	Physical	100%		Petrification	_	
HP	337	Water		50%	Confusion	-	
EXP	87	Light		00%	Blindness	Δ	
Guilders	140	Fire	150%		Sleep	0	
Recr	uit	Storm		00%	Poison	-	
₩ 6.4	4%	Dark		00%	Curse	-	
Locat	ion	D	rop		Steal		
Winter Won	derlands -	green gra			green grapes (green grapes (20%)	





	-					
HP	233					
EXP	56					
Guilders	123					
Recruit						

9 6%	
Location	

Ualv	Duckling	Isle
Ogly	Duckling	1216

Location	
Ugly Duckling Isle	

Se	ed S	prit	е		201
8	98	9	98	Ailment	is
0	121	•	86	Unconciousness	-
4	97	0	72	Stun	_
Af	finities	Resista	ances	Nix	Δ
	ysical		00%	Petrification	_
٧	Vater	- 1	00%	Confusion	-
-	Light	5	0%	Blindness	_
	Fire	I	50%	Sleep	_
S	torm	1	00%	Poison	-
-	Dark	1	00%	Curse	0
	D	rop		Steal	

Sleep-be-go	ne (10%)
slumbernot	leAves ((4%)

100%	Poison	
100%	Curse	0
rop	Steal	
gone (10%)	sleep-be-gone	e (25%)
ot leAves (4%)	Purifying Pulse	e gem (5%)

The state of the s			
HP	624		
EXP	365		
Guilders	524		
Recr	uit		
4 8%			

4.8%
Location
Ding Dong Well
(Available post-clear)

Sharper-Parper (golden) 🚭 🐉 422 246 201 Unconciousness 154 239 0 242 Stun Nix Affinities/Resistances Petrification **Physical** 100% Confusion Water 100% Blindness Light 100% Sleep Fire 100%

100%

100%

	D	r	0	p		

willed	1
1	planet crystal (25%)
-	F ()
9500	
	seeds of discord (5%)

Storm

Dark

Steal
planet crystal (30%)
sorceress's robes (5%)

Poison

Curse

Curse

Confusion

Blindness

Sleep

Poison



HP	2050			
EXP	_			
Guilders —				
Recruit				

EXP	_
Guilders	
Recr	uit
_	-
Locat	tion

92	71	Ailmer	nts
% 61	93	Unconciousness	×
3 54	Ø 101	Stun	×
Affinities/Resistances		Nix	×
Physical	100%	Petrification	×
Water	100%	Confusion	×
Light 30%		Blindness	×
Fire 100%		Sleep	×
Storm	100%	Poison	×
Dark 50%		Curse	×
Drop		Stea	l
	61 54 Affinities Physical Water Light Fire Storm Dark	61 93 54 0 101 Affinities/Resistances Physical 100% Water 100% Light 130% Fire 100% Storm 100% Dark 50%	61 93 Unconciousness 54 101 Stun Affinities/Resistances Physical 100% Petrification Water 100% Confusion Light 130% Blindness Fire 100% Sleep Storm 100% Poison Dark 50% Curse

203

Ailments		
iousness	×	
tun	×	
Nix	×	
ication	×	
fusion	×	
dness	×	
еер	×	
ison	×	
ırse	×	
Steal		

		$\sim c$

373

Ailments

@ @ B 103

3 250

Ailments

Unconciousness

Stun Nix

Petrification

Confusion

Blindness

Sleep Poison

Curse



HP	141	
EXP	38	
Guilders	34	
Recruit		
○ Q9/		

Recruit	
9 8%	
Location	

The	Genie's	Stens



	Physical	100%
141	Water	100%
38	Light	100%
34	Fire	100%
ruit	Storm	100%
8%	Dark	100%

_	 _		-
		D	r

sandwich (10%)	
stardrop (15%)	

Water

Light

Fire



Drop	Steal
ch (10%)	sandwich (25%)

100%

100%

100%

	sandwich	(10%)
3	stardrop ((15%)





HP	3900		
EXP	_		
Guilders			
Recruit			
_			

Lucation

Neveri	nc	re		

Location	
Nevermore	

3900	
t	

Location

evermore		
	 	_

0	213		169	Unconciousness	×
-	132	(3)	167	Stun	×
A	ffinities/I	Resist	ances	Nix	×
Physical		100%		Petrification	×
	Water	I	00%	Confusion	×
	Light	- 1	30%	Blindness	×
	Fire	ı	00%	Sleep	×
	Storm	-	00%	Poison	X

199

Curse Steal

9	wizard's	robes (12%)

100%

50%

Drop

M Aves	h	Sh	arp-l	Hod	ter	
1	3	0	218	•	217	
		2	201	6	178	
7		-	146	③	181	
		A	Affinities/Resistances			
7	W.	P	hysical	ı	00%	
HP	519	١	Water	- 1	00%	
EXP	176		Light	I	00%	

A "MA				
HP	519			
EXP	176			
Guilders 259				
Recruit				
₩ 6.5%				

Location	
The Ivory Tower	

Arcana

HP EXP Guilders

519	Ī
176	
259	
1000	

	vrop	
(pair of)	black wings	(12%)
	and the second second	(20/)

Sharper-Parper

Fire

Storm

Dark

Drop	Steal			
(pair of) black wings (12%)	pair of) black wings (30%			

snowdrop bonbons (15%)

8	164	9	156	Ailmen	ts
8	169	•	154	Unconciousness	_
3	150	(2)	136	Stun	-
Af	finities/I	Resist	ances	Nix	_
PH	nysical	I	00%	Petrification	_
٧	Vater	- 1	00%	Confusion	_
ı	.ight	I	00%	Blindness	_
	Fire	Ī	00%	Sleep	-
S	torm	I	00%	Poison	_
1	Dark	1	00%	Curse	_

6.4%

198 Recruit

Location	Drop
Miasma Marshes	planetdrop (25%) planet crystal (20%)

Jecai
planetdrop (35%)
medal of valor (5%)

Arcana HP 576 EXP 333

	502
Rec	ruit
9	6%

502

Guilde

Ding Dong Well			
(Available post-clear)			

	Shonky-Honker (golden) 🚭 🐉 421						
	0	234	9	227	Ailmer	nts	
4	8	141	6	194	Unconciousness	_	
	-	223	3	218	Stun	_	
,	Af	finities/	Resist	ances	Nix	_	
	PH	ysical	1	00%	Petrification	_	

Recruit	Storm	100%		
₩ 6%	Dark	100%		
Location	Dr	Drop		
Dong Well	(pair of) blace	rk wings (10		

Diop
(pair of) black wings (10%)
glowstone (4%)

(10%)	*(P
	®m

(pair of) black wings (10%)
glowstone (4%)

Steal
grair of) black wings (20%)
mystic's robes (5%)

🚰 🏭 🔯 240

Ailments

fruit flan (15%)

₩ Daemonia

HP	121	
EXP	33	
Guilders	16	
Recruit		
O9 09/		

Guilders	16
Recruit	
₩ 8%	
Location	

Old Smoky

	Shrimp	oaler		361
	53	\$ 50	Ailmer	nts
2	3 1	S 40	Unconciousness	Δ
	34	③ 52	Stun	_
	Affinities	/Resistances	Nix	-
	Physical	100%	Petrification	0
	Water	100%	Confusion	0
	Light	100%	Blindness	-
	Fire	100%	Sleep	-
	Storm	150%	Poison	-
	Dark	100%	Curse	Δ
	Drop		Stea	I
	ake (20%)		grispy lettuce (20%)	
	planetdrop (15%)		moondrop (25%)	



110 257
HP 357
EXP 90
Guilders 169

HP	357	
EXP	90	
Guilders 169		
Recr	uit	
>> 6.5%		
Location		
Sea - Southw	est of the	
Spring Realm		

Sie	star	Fis	h
0	141	0	147
-		4000	

patty cake (3%)

143	S 126	Unconciousness	_
3 72	Ø 140	Stun	_
Affinities	/Resistances	Nix	
Physical	100%	Petrification -	
Water	100%	Confusion —	
Light	100%	Blindness —	
Fire	100%	Sleep —	
Storm	100%	Poison -	
Dark	100%	Curse	_
Drop		Steal	
planetdrop (25%)		planetdrop (35%)	





Aquatica	Snapper				© © Ø 067		
4	1	0	123	0	112	Ailmen	ts
A. A.	0.0	0	77	•	93	Unconciousness	_
MM 3	MIN SE		69	©	108	Stun	-
1			Affinities/Resistances			Nix	_
			Physical		00%	Petrification	Δ
HP	274	W	ater		50%	Confusion	-
EXP	83	L	ight	I	00%	Blindness	_
Guilders	131	-	ire		50%	Sleep	_
Recr	uit	Storm		100%		Poison	0
₩ 6.	5%	Dark		100%		Curse	_
Location		Drop				Steal	
Sea - North of The		grand dumbflounder (8%)			3%)	dumbflounder	r (20%)
Winter Isles		₩w	etstone	(4%)		wetstone (189	%)

≜ Daemonia		Sinister	Sovere	ign 💈	256	
	0	206	\$ 214	Ailmen	ts	
		245	© 191	Unconciousness	Δ	
A.			③ 183	Stun	-	
80			Resistances	Nix	-	
42		Physical	100%	Petrification	0	
HP	504	Water	100%	Confusion	0	
EXP	174	Light	100%	Blindness	_	
Guilders	263	Fire	100%	Sleep	-	
Recr	uit	Storm	100%	Poison		
₩ 4	1%	Dark	100%	Curse	Δ	
Location		Di	rop	Steal		
The Ivory Tower		cheesebur	0 (,	cheeseburger		

∀ermes	7	Snaptra	ар	(6	© 17
		\(\) 147	146	Ailments	
2 9/		120	93	Unconciousness	0
COM	4,5	4 121		Stun	_
(3)		Affinities/	Resistances	Nix	_
1	7	Physical	100%	Petrification	_
HP	366	Water	100%	Confusion	_
EXP	101	Light	100%	Blindness	_
Guilders	154	Fire	150%	Sleep	_
Recr	uit	Storm	100%	Poison	\triangle
₩ 6.	5%	Dark	100%	Curse	_
Location		Di	rop	Steal	
Russet Isle		nix-be-gor	, ,	nix-be-gone (2	,



Minima		Sniper :	Spitoo	.	2 136
*	7		116	Ailment	:s
6.00		118	S 101	Unconciousness	-
		1 24	Ø 135	Stun	_
		Affinities/I	Resistances	Nix	_
THE		Physical	100%	Petrification	_
HP	286	Water	150%	Confusion	Δ
EXP	74	Light	100%	Blindness	-
Guilders	139	Fire	50%	Sleep	0
Recr	uit	Storm	100%	Poison	_
₩ 9	%	Dark	100%	Curse	_
Location		Di	rop	Steal	
The Giant's Tabletops		runchy ca	, ,	crunchy carrot creamy flan (20	. ,

Sleepeafowl						089	
		0	8	9	4	Ailment	s
	m	8	9	6	10	Unconciousness	_
		-	5	0	5	Stun	_
		Afi	Affinities/Resistances			Nix	_
			Physical		00%	Petrification	_
HP	7	W	ater	10	00%	Confusion	_
EXP	I	L	ight	10	00%	Blindness	0
Guilders	3		Fire	10	00%	Sleep	\triangle
Recr	uit	S	torm	5	0%	Poison	_
25	i%	[)ark	[1	00%	Curse	_
Location D		Drop			Steal		
Rolling Hills			poison-be-gone (10%) booster shoots (4%)			poison-be-gon	

Aquatica		Snippe	r		◎ 🗞 🔯 068		
	No.	> 111	•	114	Ailment	:s	
() () spot	0.0	S 53	•	74	Unconciousness	_	
3		3 74	(3)	108	Stun	_	
ane	Con Control		Affinities/Resistances			_	
		Physical	100%		Petrification	Δ	
HP	274	Water		50%	Confusion	-	
EXP	81	Light	I	00%	Blindness	_	
Guilders	146	Fire	- 1	50%	Sleep	-	
Recr	uit	Storm	1	00%	Poison	0	
₩ 6.	5%	Dark	I	00%	Curse	_	
Locat	Location		Drop				
Sea - The Spring Isles		glowshrimp (8%) pixie dew (4%)			glowshrimp (2 pixie dew (189	,	

Minima		Sm	nall F	ry			♣ 125
M		0	44	0	50	Ailment	s
40	0	0	35		38	Unconciousness	_
		-	30	③	49	Stun	_
		Afl	Affinities/Resistances			Nix	-
2		Ph	Physical		00%	Petrification	_
HP	85	W	ater	T	50%	Confusion	Δ
EXP	28	L	ight	1	00%	Blindness	_
Guilders	19		Fire		50%	Sleep	0
Recr	uit	Storm		- 1	00%	Poison	_
₩ 8	%		Dark		00%	Curse	_
Location			Drop			Steal	
Smoky Mountains		curse-be-gone (10%)				curse-be-gone	, ,

Aves		Sn	owha	awk		O	0
	A	0	143	0	147	Ailment	s
5	9	0	136		109	Unconciousness	_
		3	122	(3)	122	Stun	-
		Af	finities/	Resist	ances	Nix	-
212	77	Ph	ysical	- 1	00%	Petrification	_
HP	337	٧	/ater		0%	Confusion	-
EXP	96	L	ight	I	00%	Blindness	0
Guilders	150		Fire	I	50%	Sleep	Δ
Recr	uit	Storm		100%		Poison	_
₩ 6.	5%	Dark		100%		Curse	-
Location		Drop				Steal	
Sea - Southw	est of the	₩ so	our grap	es (129	6)	grapes (3	0%)
Spring Isles		fr	uit flan (5%)		adragon tusk (5	%)



~ •					
HP	232				
EXP	60				
Guilders	102				
Recruit					
<i>→</i> 9%					

Location Skull Mountain - North

Soldier	Bu	mble	er 📱	175	
\(\) 110	0	110	Ailmei	nts	
73	6	68	Unconciousness	0	
3 72	6	113	Stun	_	
Affinities/Resistances		Nix	-		
Physical	Physical 100%		Petrification	-	
Water	/ater 100%		Confusion	_	
Light	I	00%	Blindness	_	
Fire	1	50%	Sleep	-	
Storm		0%	Poison	\triangle	
Dark	100%		Curse	_	
Dr	гор		Stea	ıl	
wbumbler honey (8%)			wbumbler honey (20%)		
carrot cake	e (4%)		Poison Pinch	gem (5%)	

0 - -	Minima	•
_	HP	224
_	EXP	66
_	Guilders	119
Δ	Recr	uit
_	₩ 14	.4%
	Locat	tion
20%)	Skull Mounta	in - North



Minima





	1				
HP	50				
EXP	19				
Guilders	8				
Recr	uit				
Location					

Sore Boar					G 037
2	34 😲 24		Ailments		
8	17	6	16	Unconciousness	_
3	20	©	25	Stun	_
Affinities/Resistances			tances	Nix	_
Physical			100%	Petrification	_
Water		100%		Confusion	_
Light		100%		Blindness	Δ
Fire		150%		Sleep	0
!	itorm	100%		Poison	_
Dark		100%		Curse	_
Drop				Steal	
tender beef (8%)			5)	render beef (20%)	
ced coffee (4%)				salted ice cream (18%)	



Location
Sea - North of
Autumnia





> 1	A =				
HP	153				
EXP	40				
Guilders	35				
Recruit					

Location
Sea - South of The
Summerlands

Spa	rke	е		♣ 4 073	
0	69 😲 65		Ailments		
2	58	6	72	Unconciousness	-
-	51	3	71	Stun	-
Affinities/Resistances			tances	Nix	-
Phy	Physical		100%	Petrification	Δ
W	Water		50%	Confusion	_
Light		100%		Blindness	_
F	Fire		100%	Sleep	-
Sto	orm	50%		Poison	0
D	Dark		100%	Curse	-
Drop				Steal	
₩ glo	glowshrimp (8%)			glowshrimp (20%)	
Pruby ripple ice cream (3%)			eam (3%)	wildflower sundae (18%)	

•	milite	
	HP	533
	EXP	180
G	uilders	252
1	D	

₩ 4%	
Location	

The Ivory Tower

Splatterhorn @ 6 004						
8	211 😲 224		Ailments			
2	184	•	202	Unconciousness	0	
-	104	②	192	Stun	_	
Af	Affinities/Resistances			Nix	-	
Ph	Physical		65%	Petrification	_	
V	Water		100%	Confusion	0	
L	Light		100%	Blindness	-	
	Fire	100%		Sleep	_	
S	torm	100%		Poison	Δ	
-	Dark		100%	Curse	\triangle	
Drop				Steal		
crownberries (12%) all-seeing eye (5%)			,	crownberries (30%) seeds of discord (20%)		



-	31
HP	175
EXP	48
Guilders	42
Rec	-
	0.4%

Location	
Teeheeti	

Sp	ike Ty	ke		· •	3 114	
0	83 😲 72		Ailment	Ailments		
0	35	6	63	Unconciousness	-	
3	42	0	78	Stun	_	
A	Affinities/Resistances			Nix	_	
PI	Physical		00%	Petrification	-	
1	Water		100%	Confusion	Δ	
	Light		00%	Blindness	-	
	Fire		100%	Sleep	0	
S	torm	150%		Poison	-	
	Dark		100%	Curse	-	
	Drop			Steal		
\$ F	planetdrop (20%)			planetdrop (32%)		
sturdy shinbone (5%)			(5%)	grandy shinbor	sturdy shinbone (20%)	

4	Aquatica	6
-	CONTRACT E	set.
_	111	-
_		
	HP	4
	EXP	3
	Guilders	4
	Recr	uit
	○	3%

1070	
Location	
Sea - South of The	
Summerlands	

	Splishe	r		8 065
	66	9 69	Ailmer	nts
7	65	60	Unconciousness	_
	3 54	8 1	Stun	_
	Affinities/	Resistances	Nix	-
	Physical	100%	Petrification	Δ
	Water	50%	Confusion	_
	Light	100%	Blindness	-
	Fire	150%	Sleep	-
	Storm	100%	Poison	0
	Dark	100%	Curse	-
	Di	rop	Stea	1
	sundrop (2	20%)	sundrop (329	%)
	wetstone	(3%)	creamy flan (18%)

HP	12

W	
HP	12
EXP	4
Guilders	5
Reci	ruit
C 1	8%

Location	
Deep Dark Wood	

Spi	too				133	
8	15	0	12	Ailment	s	
0	11	6	6	Unconciousness	_	
4	7	0	15	Stun	_	
Afl	inities/R	esist	ances	Nix	_	
Ph	ysical	- 1	00%	Petrification	-	
W	ater	I	50%	Confusion	Δ	
L	ight	1	00%	Blindness	_	
	Fire		50%	Sleep	0	
St	orm	I	00%	Poison	-	
0	ark	1	00%	Curse	-	
	Drop		Steal			
Ca	ike (20%)			ake (25%)		
🗐 sa	ndwich (4	1%)		sandwich (18%	5)	

Flora	
HP	169
EXP	46

3	P				
HP	169				
EXP	46				
Guilders	76				
Recruit					
₩ 6.4%					
Location					
The Pig Iron	Plain -				
South					

Sp	onge	Βι	ıbbud		3 4 162	
0	88	•	90	Ailmei	nts	
2	63	6	86	Unconciousness	_	
	65	@	88	Stun	Δ	
A	ffinities/R	esist	ances	Nix	-	
Physical 100%		Petrification	-			
1	Water	50%		Confusion	_	
	Light	100%		Blindness	-	
	Fire	150%		Sleep	_	
!	Storm	100%		Poison	-	
	Dark		100%	Curse	0	
	Dr	ор		Stea	ı	
greamy milk (8%)			5)	greamy milk (20%)		
*	plainswort	(4%)		flame robes (5%)		

318



Daemonia	7	Star	shac	le		•	4 259
4	>	0	97	0	192	Ailment	s
		8	74	6	170	Unconciousness	\triangle
7		3	51	0	181	Stun	_
		Affin	Affinities/Resistances			Nix	_
A W	Carried States	Physi	cal	- 1	00%	Petrification	0
HP	492	Wat	er	I	00%	Confusion	0
EXP	161	Ligh	nt	-	00%	Blindness	_
Guilders	255	Fire	e	I	00%	Sleep	_
Recr	uit	Stor	m	I	00%	Poison	_
¥ 4	%	Dar	k	I	00%	Curse	Δ
Location		Drop				Steal	
Nazcaä		blindness-be-gone (10%) fruit flan (3%)		blindness-be-gone (25%) seeds of discord (20%)			



Automata	Automata		Ma	n	🌼 😽 147		
	2	184	•	177	Ailment	:s	
		\ 115	6	153	Unconciousness	_	
HOLL	X B	59	0	136	Stun	0	
		Affinities/	Resist	ances	Nix	0	
400		Physical	6	0%	Petrification	-	
HP	473	Water	Ī	00%	Confusion	Δ	
EXP	146	Light	I	00%	Blindness	_	
Guilders	208	Fire	I	00%	Sleep	Δ	
Recr	uit	Storm	I	50%	Poison	Δ	
₩ 3	%	Dark	1	00%	Curse	_	
Locat	ion	Di	rop		Steal		
Nevermore		sour grapes (12%) sun crystal (20%)		sour grapes (30%)			







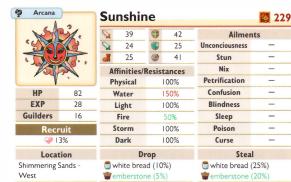
215	© ©	ssie	Ple	tressy		Dracones
its	Ailmen	153	•	149	7	N. L.
Δ	Unconciousness	125	•	123	7	162
_	Stun	137	0	112	2	3
_	Nix	ances	Resist	Affinities/I		A
_	Petrification	00%	1	Physical		9
_	Confusion	0%	5	Water	362	HP
-	Blindness	00%	Light 1009		105	EXP
-	Sleep	Fire 150%		155	Guilders	
0	Poison	00%	1	Storm	uit	Recr
_	Curse	00%	I	Dark	%	₩ 4
	Steal		ор	Di	ion	Locat
30%)	wbubble pipe (3	5)	e (12%	bubble pip	est of The	ea - Southw
)				snowdrop		pringIsles

■ Bestiae	7	Sta	abbe	rwo	cky	<u></u>	© 03 I
Con Ma	657	0	TIT	9	108	Ailment	s
		0	68	•	90	Unconciousness	_
	_	-	94	0	130	Stun	-
1	3	Af	finities/	Resist	ances	Nix	-
	8		Physical			Petrification	-
HP	271	٧	Vater	1	00%	Confusion	-
EXP	65	-	Light	I	00%	Blindness	Δ
Guilders	102		Fire	- 1	00%	Sleep	0
Recr	uit	S	torm	I	50%	Poison	_
> 4	%		Dark	I	00%	Curse	_
Location			D	rop		Steal	
Rolling Hills -	West		leep-be-g	,	,	sleep-be-gone	. ,

Aves		Strongo)		4	094
	100	113	•	110	Ailmei	nts
1	Fall	% 86	6	93	Unconciousness	_
7		3 100	(3)	105	Stun	-
		Affinities/F	Resis	tances	Nix	_
77	_	Physical		100%	Petrification	-
HP	258	Water		50%	Confusion	_
EXP	81	Light		100%	Blindness	0
Guilders	140	Fire		100%	Sleep	Δ
Recr	uit	Storm		100%	Poison	-
₩ 4.8	8%	Dark		100%	Curse	_
Locat	ion	Dr	ор		Stea	ıl
Sea - North	of The	grow radis	h (89	6)	grow radish	(20%)
Winter Isles		coldstone	(5%)		coldstone (2	0%)



Nymphae	B	Sweetp	ea Sprit	te 🐕 🖁	2 2
1	0	194	187	Ailmer	its
	17	183	S 177	Unconciousness	_
1	2	4 166	@ 171	Stun	_
AV		Affinities/	Resistances	Nix	Δ
m	<i>P</i>	Physical	100%	Petrification	_
HP	483	Water	100%	Confusion	_
EXP	151	Light	50%	Blindness	_
Guilders	243	Fire	150%	Sleep	_
Recr	uit	Storm	100%	Poison	_
₩ 3	1%	Dark	100%	Curse	0
Locat	ion	Di	rop	Stea	
Nazcaä		star crysta	. ,	star crystal (3	,



Aquatica		Ta	dabo	ut		♦	2 00
(C) .		0	118	•	123	Ailment	s
		0	125	6	96	Unconciousness	-
6	0)	-	97	©	121	Stun	_
		Af	finities/	Resist	ances	Nix	-
		Ph	ysical	ı	00%	Petrification	Δ
HP	320	W	ater	I	00%	Confusion	_
EXP	75	L	ight	I	00%	Blindness	_
Guilders	146		Fire	1	00%	Sleep	_
Recr	uit	S	torm	ı	00%	Poison	0
₩ 6.	5%	-	Dark	Ī	00%	Curse	-
Location			D	rop		Steal	
The Sleighbell Isles			ardrop (izzard bl		1%)	stardrop (32%)	



Aquatica		Taddly	winl	<	G	© 06
0	(0)	21	•	20	Ailment	S
		\(\) 18		17	Unconciousness	-
6	8)	3 16	②	20	Stun	_
	/	Affinities/	Resist	ances	Nix	_
-		Physical	1	00%	Petrification	Δ
HP	25	Water		50%	Confusion	-
EXP	10	Light	Ī	00%	Blindness	_
Guilders	5	Fire	I	50%	Sleep	_
Recr	uit	Storm	I	00%	Poison	0
₩ 1.	3%	Dark	I	00%	Curse	-
Location		D	rop		Steal	
Ding Dong Well		ice cream	. ,		cice cream (20% sandwich (18%	,

Nobilia		Sw	aine	's N	light	mare	34
		8	86	•	64	Ailmer	nts
		0	63	•	86	Unconciousness	×
		all a	67	0	96	Stun	×
MA	May.	Af	finities/	Resist	ances	Nix	Δ
-		Ph	ysical	1	00%	Petrification	×
HP	1280	٧	Vater	I	00%	Confusion	×
EXP	860	ı	Light	ı	30%	Blindness	×
Guilders	700		Fire	I	00%	Sleep	×
Recr	Recruit		torm	I	00%	Poison	×
_		-	Dark		50%	Curse	×
Location			D	rop		Stea	1

Aquatica		Ta	doles	ce	nt	G	€ 06
0	0	0	77	0	76	Ailment	s
		2	62	6	68	Unconciousness	_
(6	4)		63	0	77	Stun	-
		Af	finities/I	Resis	tances	Nix	-
-	-40	PH	ysical		100%	Petrification	Δ
HP	175	٧	Vater		50%	Confusion	-
EXP	43	1	ight		100%	Blindness	-
Guilders	34		Fire	150%		Sleep	-
Recr	uit	S	torm		100%	Poison	0
> 10	.4%	-	Dark		100%	Curse	_
Locat	ion		Di	ор		Steal	
Sea - Southe			umbflour			dumbflounder Water Bomb g	



Dracones		Tee	eny	Вор	per		22 I		
		8	14	•	9	Ailmen	s		
7		2	8	•	8	Unconciousness	Δ		
do		-	12	0	17	Stun	-		
Com		Aff	inities	/Resista	inces	Nix	-		
00		Ph	Physical 1009			Petrification	-		
HP	15	W	Water		Water 100%		00%	Confusion	_
EXP	6	Li	Light 100%		00%	Blindness	_		
Guilders	4	F	ire 100%		00%	Sleep	-		
Recru	uit	St	orm	1	50%	Poison	0		
₩ 13	%	D	ark	10	00%	Curse	_		
Locati	ion		Di			Steal			
Deep Dark W	lood	🗇 w	hite bre	ad (10%	5)	white bread (2	(5%)		
Deep Dark v	vood	₩ sp	ringwat	ter (4%)		gringwater (I	8%)		







ohae	Toko (g	olden)	-\$- - \$-	39	
13	\(\) 189	9 187	Ailment	s	
	247	③ 340	Unconciousness	_	
H	3 780	② 257	Stun	_	
У	Affinities/	Resistances	Nix	Δ	
-	Physical	100%	Petrification	_	
550	Water	100%	Confusion	_	
3	Light	100%	Blindness	_	
rs 6003	Fire	100%	Sleep	_	
lecruit	Storm	100%	Poison	_	
₩ 2%	Dark	100%	Curse	0	
ocation	D	rop	Steal		
t of Tears e post-clear)	(pair of) bl	ack wings (10%) ruth (4%)	(pair of) black wings (20%) giant's ax (5%)		



Nymphae	A	Tol	coto	cold	i	₫ 🔞 🔯 207		
En/-	/30	0	192	•	173	Ailment	s	
70		0	232	6	325	Unconciousness	_	
97	a X		765	②	242	Stun	-	
	D	Af	finities/l	Resist	ances	Nix	Δ	
W	^	Ph	ysical	- 1	00%	Petrification	_	
HP	478	٧	ater	1	00%	Confusion	-	
EXP	24017	L	ight		50%	Blindness	_	
Guilders	8		Fire	I	00%	Sleep	_	
Recr	uit	S	torm	I	00%	Poison	_	
9 I	%	-	Dark	I	50%	Curse	0	
Location			Di	гор		Steal		
The Ivory Tower						***tachestone (30%) **_iumbo planetdrop (20%)		



M	13	0	221	0	204	Ailment	s		
	and a	0	275	•	392	Unconciousness	_		
0		3	809	©	281	Stun	_		
130		A	Affinities/Re		ances	Nix	Δ		
	V-	P	hysical	ł	00%	Petrification	_		
HP	60 I	١	Water		Water		00%	Confusion	_
EXP	8		Light		50%	Blindness	_		
Guilders	10008		Fire	I	00%	Sleep	_		
Recr	uit	5	Storm		00%	Poison	_		
₩	%		Dark	I	50%	Curse	0		
Locat	ion		Di	rop		Steal			
he Ivory To	wer	Transfer in	noon crys	tal (25	5%)	moon crystal (30%)		
Available po	st-clear)	1 W	aleidosto	ne (49	6)	S glorious lance	(5%)		



(Available post-clear)		kaleidostone (4%)			glorious lance (5%)	
Nymphae		Tokotoko				
		129	•	103	Ailmei	nts
		\ 177		218	Unconciousness	_
7		395	©	107	Stun	-
		Affinities/Resistances		Nix	Δ	
		Physical	1	00%	Petrification	-
HP	330	Water	100%		Confusion	-
EXP	8005	Light	I	00%	Blindness	-
Guilders	5	Fire	I	00%	Sleep	_
Recruit		Storm	I	00%	Poison	-
≫ 1.6%		Dark	100%		Curse	0
Location		Drop			Steal	
Billy Goat's Bluff -		moondrop (25%)			moondrop (35%)	
South		pixie dew (4%)			medal of fortitude (5%)	



Trapper Snapper

Triumphant





9 10.4% Location The Pig Iron Plain South

65

Guilders

0	95	•	126	Ailmei	nts	
0	45	6	55	Unconciousness	0	
-	56	(3)	96	Stun	_	
Aff	inities/F	Resist	tances	Nix	_	
Phy	ysical	100%		Petrification	-	
W	ater	100%		Confusion	_	
Li	ight	100%		Blin dness	-	
F	ire		150%	Sleep	_	
St	orm		100%	Poison	Δ	
D	ark	100%		Curse	_	
	Dr	ор		Steal		
ро	oison-be-	gone	(10%)	poison-be-gone (25%)		
1 rin	os-a-hel	(4%)		gnomeheard (18%)		

🧆 😩 I 78

4 4 043

411

Ailments

Aves		Tu	Wh	it		G	© I
		0	70	9	65	Ailments	
		8	51	6	52	Unconciousness	_
4	7		41	©	64	Stun	_
	1	Af	finities/	Resist	ances	Nix	-
1 211	Physical		100%		Petrification	-	
HP	134	٧	/ater	1	00%	Con fusion	_
EXP	33	L	ight	-	00%	Blin dness	0
Guilders	25		Fire	- 1	00%	Sleep	Δ
Recr	uit	Storm		50%		Poison	_
₩ 13	%	[)ark	i	00%	Curse	_
Location		Drop				Steal	
The Genie's Steps		-	eep-be-g	,	0%)	sleep-be-gone creamy flan (18	



6						
HP	348					
EXP	84					
Guilders	128					
Reci	ruit					
₩ 4%						
Loca	tion					

MA	N S S S S S S S S S S S S S S S S S S S			89	Unconciousness	_
		4 68	0	123	Stun	-
		Affinities/	Resista	ances	Nix	-
-		Physical	10	00%	Petrification	-
HP	348	Water	10	00%	Confusion	-
EXP	84	Light	10	00%	Blindn ess	Δ
Guilders	128	Fire	5	0%	Sleep	0
Recr	uit	Storm	1.	50%	Poison	-
₩ 4	%	Dark	10	00%	Curse	_
Location		Di	Drop			
The Giant's 7	Tabletons	greamy mi	ilk (8%)		greamy milk (2	5%)
THE GIAILS	abietops	carnation	cake (I	1%)	appuccino (18	3%)

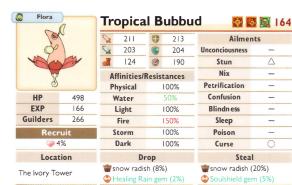




1		0	253	•	253	Ailmer	nts	
6-16		0	178	6	211	Unconciousness	_	
100		4	107	0	227	Stun	_	
80		Af	finities/I	Resist	tances	Nix	_	
		PI	hysical		100%	Petrification	_	
HP	724	Water		100%		Confusion	_	
EXP	392	Light		100%		Blindn ess	Δ	
Guilders	505		Fire		50%	Sleep	0	
Recr	uit	S	torm		150%	Poison	_	
₩ 3%			Dark		100%	Curse	_	
Location			Drop			Steal		
Golden Grov	👕 star crystal (25%)			5)	star crystal (30%)			
(Available po	st-clear)	3 P	hoenix te	ar (49	%)	angel's wings	(20%)	

Triumphant (golden)

Minima		Turban	Le	gend	💠 😤 🔯 12	
		N 108	0	137	Ailmen	ts
No.	W	138	6	115	Unconciousness	-
-	2	3 109	0	105	Stun	_
Y/		Affinities	Resist	tances	Nix	_
ZUZ		Physical		00%	Petrification	-
HP	327	Water		50%	Confusion	\triangle
EXP	83	Light		00%	Blindness	_
Guilders	148	Fire		50%	Sleep	0
Recr	uit	Storm		00%	Poison	_
9 9	%	Dark		00%	Curse	_
Locat	ion	Drop			Steal	
The Glittering	Grotto	pass bell (12%)		pass bell (30%)
The Chillering	S CHOLLO	gran crysta	star crystal (16%)			gem (5%)



Minima	Tu	rban	My	rth	.	X II	
\$			109	•	107	Ailment	s
0		0	75		110	Unconciousness	_
0.0			75	0	93	Stun	_
350		A	Affinities/Resistances			Nix	-
		PI	Physical		00%	Petrification	_
HP	245	٧	Vater	150%		Confusion	Δ
EXP	67	-	Light	100%		Blindness	_
Guilders	113		Fire		50%	Sleep	0
Recr	uit	S	Storm		00%	Poison	_
9 9	%		Dark	I	00%	Curse	_
Location			Drop			Steal	
Shipwreck Sh	ore	© p	lanetdrop	(20%	5)	planetdrop (32	.%)
Shipwreck shore		🔷 t	oadstool	sunda	e (3%)	Firewall gem (5	(%)



Flora	Flora		ripe	Bun	cher 🥫	167
		\ 117	•	109	Ailmen	ts
(991)	JAR .	9 89	6	72	Unconciousness	_
Hun	245	3 74	@	84	Stun	Δ
- A COLLINS		Affinities	/Resist	ances	Nix	_
7~	~~	Physical		00%	Petrification	_
HP	354	Water		00%	Confusion	_
EXP	85	Light		00%	Blindness	_
Guilders	151	Fire		50%	Sleep	_
Recr	uit	Storm		100%	Poison	_
3	%	Dark		100%	Curse	0
Location		Drop			Steal	
The Genie's	Steps -	moondro	ор (20%	5)	moondrop (3	2%)
North		🔷 babana fi	lan (4%))	soft scoop ice o	ream (15%)



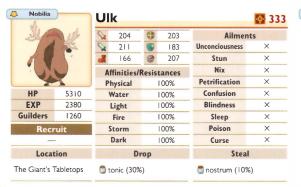
1	1	-			lden) 🐉 🕻	
3		265	9	258	Ailmer	its
		\ 168	6	237	Unconciousness	Δ
M.	1	298	©	268	Stun	-
		Affiniti	es/Resis	tances	Nix	-
Q. P.		Physica	ı	100%	Petrification	_
HP	735	Water		50%	Confusion	_
EXP	399	Light		100%	Blindness	_
Guilders	523	Fire		150%	Sleep	_
Recr	uit	Storm		100%	Poison	0
ॐ 3′	%	Dark		100%	Curse	_
Location		Drop			Steal	
Deep Dark Wood			pe (10%)		wblowpipe (20	%)
(Available post-clear)		angel's	wings (4	%)	adragon king's claws (5%	



Nobilia		Vilehea	rt		368
W	2.5	\ 195	9 172	Ailmen	ts
-	1	153	S 165	Unconciousness	×
	150	3 116		Stun	×
THE STATE OF THE S		Affinities/	Resistances	Nix	×
		Physical	100%	Petrification	×
HP	6830	Water	100%	Confusion	×
EXP	2840	Light	130%	Blindness	×
Guilders	3140	Fire	100%	Sleep	×
Recr	uit	Storm	100%	Poison	×
_	_		50%	Curse	×
Location		D	rop	Steal	
Miasma Marshes		_		abarrier badge	(18%)



Nobilia		Vilehea	rt (2nd	Fight)	369
74	4	195	9	172	Ailment	s
		153	6	165	Unconciousness	×
		3 116	(3)	173	Stun	×
2		Affinities/Resistances			Nix	×
1	10	Physical	100%		Petrification	×
HP	2110	Water 100%		Confusion	×	
EXP	2930	Light	1	30%	Blindness	×
Guilders	3230	Fire	I	00%	Sleep	×
Recr	uit	Storm	100%		Poison	×
_		Dark	50%		Curse	×
Locat	ion	Drop			Steal	
Billy Goat's E South	Bluff -	-	•		jumbo sundrop	(26%)





380



HP	407
EXP	120
Guilders	194
Reci	ruit

EXP	120		
Guilders	194		
Recruit			
00/	Γ0/		

	LU	cai	.101	
Miasm	2 M	lare	ha	

Lucation	
Miasma Marshes	grakes

X	126		165	Unconciousness	_
4	97	(2)	129	Stun	_
A	ffinities/R	lesist	ances	Nix	-
P	hysical	- 1	00%	Petrification	_
١	Water	-	50%	Confusion	-
	Light	1	00%	Blindness	-
	Fire	- 1	50%	Sleep	-
5	torm	I	00%	Poison	-
	Dark	I	00%	Curse	_

Steal

sage's secret (15%)

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Ailments

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	drakestone (12%)
1	sun crystal (20%)

all-be-gone (4%)

Drop

drakestone (12%)	grakestone (30%)
sun crystal (20%)	Spire of Fire gem (5%)

Aves		W	ham	pire	e Bat
1		8	169	•	160
Tro-	37	8	137	6	144
70		4	144	@	153
W	*****		ffinities/	Resist	tances
71		P	hysical		100%
HP	415	١	Water		100%
EXP	110		Light		150%
Guilders	191		Fire		100%
Recr	uit	5	torm		100%
₩ 4	1%		Dark		50%

A	S 13			
169 137 144 Affinities/Res Physical Water	•			
	8	137	6	
Q.		4	144	0
		Af	finities/	Resis
I		PI	nysical	
	415	٧	Vater	
	110		Light	

77		Physical	100%	
HP	415	Water	100%	
EXP	110	Light	150%	
uilders	191	Fire	100%	
Recruit		Storm	100%	
₩ 4%		Dark	50%	

Location

Miasma Marshes	COIGSTOLIE
	nixie dew

nities/Re	esistances	Nix		
sical	100%	Petrification	-	
ter	100%	Confusion	_	
ht	150%	Blindness	0	
re	100%	Sleep	Δ	
rm	100%	Poison	_	
rk	50%	Curse	_	

7	coldstone	(12%)
٩	nixie dew	(4%)

Steal
coldstone (30%)
agaudy claws (5%)

Ailments

Unconciousness

Stun

₩ Vermes		W	eaver	· D	iva	
	20	0	203	9	190	
2	1	2	174	6	160	
eg d	1		126	0	179	
		Affinities/Resistances				
A		P	hysical		100%	
HP	HP 496		Water		100%	
EXP	EXP 158		Light		100%	
Guilders	232		Fire		100%	
Recr	9	torm		100%		

0	203	9	190	Ailmen	its
2	174		160	Unconciousness	0
-	126	0	179	Stun	-
A	ffinities/	Resist	ances	Nix	_
PI	hysical	I	00%	Petrification	-
١	Water 100%		Confusion	-	
	Light 100%		Blindness	-	
	Fire	100%		Sleep	-
5	torm	100%		Poison	Δ
	Dark	100%		Curse	_
	D	rop		Steal	
3 c	cheeseburger (10%)			cheeseburger	(25%)

Vermes				
HP	10			
EXP	5			
Guilders	7			
Recr	ruit			
₩	3%			
Location				
Deep Dark \	Wood			

	Whippe	ersi	nappo	er 🚦	i 77
	\(\) 12	9	26	Ailmei	nts
	2 7	•	9	Unconciousness	0
	3 9	(3)	13	Stun	-
	Affinities/	Resist	ances	Nix	-
	Physical		100%	Petrification	-
)	Water		00%	Confusion	_
	Light	100%		Blindness	_
	Fire	150%		Sleep	_
	Storm		00%	Poison	Δ
	Dark		00%	Curse	_
	Dr	ор		Stea	ıl
	sundae (20	0%)		sundae (25%))
	whooster sh	oots	(4%)	Thooster show	ots (18%)



6.5% Location

Nazcaä

301				
EXP 78				
Guilders 124				
Recruit				
₩ 6.5%				

Location
The Spindle

Location
The Spindle

1	0	120	•	117	Ailmei	nts
4	0	78	6	93	Unconciousness	0
1	-	98	(3)	124	Stun	-
	Affinities/Resistances				Nix	_
	PI	nysical	1	00%	Petrification	_
	٧	Vater	100%		Confusion	-
	1	Light	100%		Blindness	_
		Fire	100%		Sleep	_
	S	torm	100%		Poison	Δ
_		Dark	100%		Curse	-
	Drop				Stea	ıl
	moondrop (20%))	moondrop (3	32%)
	p fo	ogdrop (4	%)		Tricksy Nixy	gem (5%)

Nobilia	K
HP	9800
EXP	_
Guilders	_

77		1	229	3	267	Ailmer	its
TYPE	SE	0	256		263	Unconciousness	×
1-1			204	③	239	Stun	×
	TO	Affinities/Resistances			ances	Nix	×
Single and the second		PI	hysical	- 1	00%	Petrification	×
HP	9800	Water		I	00%	Confusion	×
EXP	_	Light		I	00%	Blindness	×
Guilders		Fire		1	00%	Sleep	×
Recruit		S	torm	I	00%	Poison	×
_			Dark	I	00%	Curse	×
Location			Di	rop		Stea	1
The Ivory Tower —					werewolf cla	ws (10%)	

White Witch



**				
HP	280			
EXP 79				
Guilders 119				
Recruit				
₩ 4%				
Location				

Shipwreck Shore

W	hacki	ab	bot	· •		
0	118	•	119	Ailmei	nts	
N	42	6	92	Unconciousness	-	
4	65	6	119	Stun	-	
Affinities/Resistances			tances	Nix	-	
Physical 100%		Petrification	_			
١	Water	100%		Confusion	Δ	
	Light		100%	Blindness	_	
	Fire		100%	Sleep	0	
5	torm		150%	Poison	-	
	Dark		100%	Curse	_	
Drop				Steal		
blindness-be-gone (8%) Dark Cloud gem (2%)			, ,	blindness-be-gone (20%) creamy flan (18%)		
	A APP	118 42 465 Affinities/R Physical Water Light Fire Storm Dark Dr blindness-b	118 42 42 65 Affinities/Resis Physical Water Light Fire Storm Dark Drop blindness-be-go	42	118	

Aves	
HP	307
EXP	73
Guilders	125
Reci	ruit
₩ 12	5%
Locat	tion

Aves		Wimpeafowl				<u>©</u> (9 🔯 092	
		N 108			3 121	Ailments		
(4)	(D)		72		78	Unconciousness	_	
E		3	116	0	106	Stun	_	
184	>° \	A	ffinities/F	Resis	tances	Nix	_	
1	Physical 100%			100%	Petrification	-		
HP	307	١	Water		50%	Confusion	_	
EXP	73		Light	100%		Blindness	0	
Guilders	125		Fire		150%	Sleep	Δ	
Recr	uit	5	torm		100%	Poison	_	
₩ 12	.5%		Dark		100%	Curse	_	
Locat	ion	Drop				Stea		
Jack Frost's Playground		blindness-be-gone (10%) rumblenut (4%)			ne (10%)	blindness-be-g		
	blindness-be-gone (10%)			ne (10%)	blindness-be-g	one (259		



31						
HP	124					
EXP	33					
Guilders	29					
Reci	ruit					
₩ 8%						
Loca	tion					

The Bayous - West

W	ham	bat			280		
0	58	•	60	Ailmer	nts		
0	47	•	48	Unconciousness	_		
4	48	(3)	63	Stun	_		
Affinities/Resistances				Nix	_		
Physical 100%		Petrification	-				
Water		100%		Confusion	_		
ı	Light	100%		Blindness	0		
	Fire	100%		Sleep	Δ		
S	torm		50%	Poison	-		
1	Dark	I	00%	Curse	_		
Drop				Stea	ı		
blindness-be-gone (10%)			e (10%)	blindness-be-	blindness-be-gone (25%)		
\$\text{sundrop (15%)}				beast fangs (5%)			

♦ Vermes		Wi	incy		
No.	12	0	148		
9	9				
2	0		106		
Conc		Aff	finities/		
		Ph	ysical		
HP	386	٧	Vater		
PWD	0.0				

₩ Vermes		Wincy		C	190
a for cal	Co I	Q 148	3 148	Ailment	ts
9	P	2 111	I 108	Unconciousness	0
	0	3 106	Ø 153	Stun	_
600		Affinities/F	Resistances	Nix	_
		Physical	100%	Petrification	-
HP	386	Water	100%	Confusion	_
EXP	98	Light	100%	Blindness	-
Guilders	148	Fire	150%	Sleep	_
Recr	uit	Storm	100%	Poison	Δ
> 10	.4%	Dark	100%	Curse	_
Location		Dr	op	Steal	
Russet Isle		sleep-be-gr		sleep-be-gone dress armor (5	

Aves		W	ishin	g W	/ham	nbat 🔮	480
			72			Ailments	
0		0	64	•	70	Unconciousness	-
		-	45	3	82	Stun	_
		Affinities/Resistances			ances	Nix	-
71	77			Physical 100%		Petrification	-
HP	156	٧	Vater	1	00%	Confusion	_
EXP	43	I	ight	I	00%	Blindness	0
Guilders	53	-	Fire	100%		Sleep	Δ
Recr	uit	S	torm		50%	Poison	_
₩ 6.4	₩ 6.4%		Dark		00%	Curse	_
Location		Drop				Steal	
Teeheeti		stardrop (20%)				stardrop (32%)	
recheeti		milk chocolate (4%)			1%)	slumbernot leaves (18%)	

777		Wretch	1 (3)		389
	2	197	0	181	Ailmen	ts
//15	3)	\(151	6	163	Unconciousness	×
10	16	3 131	©	159	Stun	×
		Affinities/	Resist	ances	Nix	×
	•	Physical	- 1	00%	Petrification	×
HP	477	Water	1	00%	Confusion	×
EXP	141	Light	- 1	30%	Blindness	×
Guilders	231	Fire	- 1	00%	Sleep	×
Recr	uit	Storm	I	00%	Poison	×
_		Dark		50%	Curse	×
Location		Drop			Steal	
Ding Dong D	ell (after	pixie dew (10%)			pixie dew (30	%)
manna event)	age's secr	ret (3%)	sage's secret (12%)

Mortui		Wisp				277	
46		\(\) 104	Q 104 1 08		Ailments		
	th.	\$ 59	6	92	Unconciousness	Δ	
C		3 87	©	93	Stun	_	
1	1	Affinities/	Resista	ances	Nix	0	
	36	Physical 100%			Petrification	0	
HP	212	Water	150%		Confusion	_	
EXP	53	Light	13	50%	Blindness	Δ	
Guilders	78	Fire	5	0%	Sleep	_	
Recr	uit	Storm	10	00%	Poison	-	
₩ 8	3%	Dark	5	0%	Curse	_	
Location		Drop			Steal		
The Tombstone Trail		blindness-be-gone (10%) cheeseburger (4%)			blindness-be-g devil's fang (5%	, ,	

???		Wretch	(4)		390
	Pa I	\(\) 189	192	Ailmei	nts
20	A	163	S 131	Unconciousness	×
4.7	1	a 151	@ 168	Stun	×
		Affinities/I	Resistances	Nix	×
	6	Physical	100%	Petrification	×
HP	456	Water	100%	Confusion	×
EXP	145	Light	130%	Blindness	×
Guilders	236	Fire	100%	Sleep	×
Recr	uit	Storm	100%	Poison	×
_		Dark	50%	Curse	×
Location		Di	rop	Steal	
Ding Dong D	Pell (after	fishburger 🗂	(10%)	🗇 fishburger (3	0%)
manna event)	sprite dew	(3%)	sprite dew (12%)



777		Wretch	ı (5))		391
300	June	199	9	178	Ailmen	ts
1	1	154	•	139	Unconciousness	×
	Com	4 141	©	157	Stun	×
\$14 P		Affinities/Resistances			Nix	×
77.		Physical	- 10	00%	Petrification	×
HP	449	Water	100%		Confusion	×
EXP	149	Light	Light 130%		Blindness	×
Guilders	222	Fire	100%		Sleep	×
Recr	ruit	Storm	1	00%	Poison	×
_	-	Dark	5	50%	Curse	×
Locat	tion	Drop			Steal	
Ding Dong D	Dell (after	appuccine	o (10%)	cappuccino (3	0%)
manna event	<u>:</u>)	all-be-gon	e (3%)		all-be-gone (12%)	

111		Wr	etcl	1 (1)		387
*	1		196	•	186	Ailment	s
n		0	139	•	144	Unconciousness	×
		3	138	©	175	Stun	×
		Affinities/Resistances			ances	Nix	×
		Phy	sical	I	00%	Petrification	×
HP	473	Water		I	00%	Confusion	×
EXP	130	Li	ght	ī	30%	Blindness	×
Guilders	220	F	ire	I	00%	Sleep	×
Recr	uit	Sto	orm	I	00%	Poison	×
_		Da	ark		50%	Curse	×
Location			D	rop		Steal	
Ding Dong Dell (after manna event)			opuccin		5)	cappuccino (30%)	

m		Wretch	(6)		392	
180			V 196 😲 177		Ailments		
-				144	Unconciousness	×	
		4 147	3	152	Stun	×	
		Affinities/Resistances			Nix	×	
		Physical		100%	Petrification	×	
HP	471	Water		100%	Confusion	×	
EXP	158	Light		30%	Blindness	×	
Guilders	223	Fire		100%	Sleep	×	
Recr	uit	Storm		100%	Poison	×	
_		Dark		50%	Curse	×	
Locat	Location		ор		Steal		
Ding Dong Dell (after		pixie dew	pixie dew (10%)			%)	
manna event)	espresso (3%)		espresso (12%))	

m		W	retcl	1 (2)		388
0) (0			200	9	Ailment	ts	
100		0	133		152	Unconciousness	×
		-	119	(3)	170	Stun	×
		Af	Affinities/Resistances			Nix	×
47	4 2		nysical	1	00%	Petrification	×
HP	482	٧	Vater	I	00%	Confusion	×
EXP	136	-	Light	1	30%	Blindness	×
Guilders	227		Fire	I	00%	Sleep	×
Recr	uit	S	torm	I	00%	Poison	×
_			Dark		50%	Curse	×
Locat	Location		D	rop		Steal	
Ding Dong Dell (after manna event)		=	cheeseburger (10%) espresso (3%)			cheeseburger espresso (12%	. ,

???)	W	retch	. (7	`		393
8		0	186 152	9 179		Ailmer	
		A N	121	8	158	Stun	×
	N		finities/	Resist	ances	Nix	×
	3	PI	Physical 100% Petrificat		Petrification	X	
HP	446	٧	Vater	100%		Confusion	×
EXP	155	I	Light	130%		Blindness	×
Guilders	226		Fire	ı	00%	Sleep	×
Recr	uit	S	torm	I	00%	Poison	×
_			Dark		50%	Curse	×
Location			D	rop		Stea	ıl
Ding Dong D manna event		_	cappuccino (10%) sage's secret (3%)		,	cappuccino (30%) sage's secret (12%)	



- was	Desir 1	254	271	Ailment	S
13/10/10	1 P	267	© 265	Unconciousness	×
		209	② 255	Stun	×
TO THE	" Jan	Affinities/	Resistances	Nix	×
		Physical	100%	Petrification	×
HP	12500	Water	100%	Confusion	×
EXP	8200	Light	100%	Blindness	×
Guilders	6500	Fire	100%	Sleep	×
Recr	uit	Storm	100%	Poison	×
_		Dark	100%	Curse	×
Locat	ion	D	rop	Steal	
The Ivory To	MARY	_		_	

m		Wretch	(9)		395
		195	181	Ailments	
	9	173	© 160	Unconciousness	×
No.		3 126	③ 157	Stun	×
1		Affinities/	Resistances	Nix	×
C	6	Physical	100%	Petrification	×
HP	465	Water	70%	Confusion	×
EXP	133	Light	130%	Blindness	×
Guilders	245	Fire	100%	Sleep	×
Recr	uit	Storm	100%	Poison	×
_		Dark	50%	Curse	×
Locat	ion	Di	гор	Steal	
Ding Dong D		pixie dew espresso (. ,	pixie dew (30% espresso (12%)	,

Mortui		Zombo			28
0.0		N 108	9 12	Ailment	:s
000	50	1 4	© 23	Unconciousness	\triangle
2			3 84	Stun	_
4		Affinities/I	Resistances	Nix	0
25 -	3	Physical	100%	Petrification	0
HP	405	Water	100%	Confusion	-
EXP	63	Light	100%	Blindness	Δ
Guilders	71	Fire	100%	Sleep	_
Recr	uit	Storm	100%	Poison	_
₩ 1.	3%	Dark	100%	Curse	-
Location		Di	rop	Steal	
The Tombstone Trail		stardrop (,	planetdrop (32	



Mortui		Zo	mbo	ats	wain	∳ ₹ 29			
2000			110	9	23	Ailment	:s		
@ 1 T			22	•	34	Unconciousness	Δ		
		-	34	®	93	Stun	_		
99		Af	Affinities/Resistances			Nix	0		
		Ph	ysical	1	00%	Petrification	0		
HP	424	٧	Vater	I	00%	Confusion	_		
EXP	66	L	ight	-	00%	Blindness	\triangle		
Guilders	76		Fire	1	00%	Sleep	-		
Recr	uit	S	torm	I	00%	Poison	_		
2 10.	.4%	-	Dark	I	00%	Curse			
Location			Drop			Steal			
Sea - North o	of	C	urse-be-g	gone (10%)	curse-be-gone	(25%)		
Autumnia		fa	iry choc	olate (3%)	strong coffee (18%)		





Character Profiles



An earnest and cheerful thirteen-year-old boy. He's an amateur engineer, who loves nothing more than talking to his friend Philip about gears, gaskets, and all things mechanical. Not long after his mother dies. Drippy appears, and they set off on a journey together to the other world.

	ABILITIES								
Stat	Lv. I	Lv.99	Favorite Gen	uses	A	*			
HP	35	526	Movement S	peed	**	**			
MP	12	325	Attack Speed ★★★		*				
Abilities	Lv.I	Lv.99	Abilities	Lv	.1	Lv.99			
№ Attack	6	197	Defense	9)	237			
Mag. Atk.	12	315	Mag. Def.	8	3	297			
Evasion	9	228	@Accuracy	- 1	2	269			

			5	5PELLS
Name	MP	Casting Time	Cooldown	Effect
Arrow of Light	12	0.9	3.0	Deals a moderate amount of light-type damage to targeted foe
Astra	60	4.4	5.0	Deals a massive amont of light-type damage to all foes
Burden	5	1.0	3.0	Reduces targeted foe's movement speed by 40% (50% chance of success)
Cloudburst	15	1.1	3.0	Deals a small amount of type-less damage to all foes; may inflict nix (40% chance)
Draw Poison	4	0.0	1.5	Cures poison ailment of one companion
Evenstar	45	3.5	5.0	Deals a considerable amount of dark-type damage to all foes
Fireball	4	0.0	1.5	Deals a small amount of fire-type damage to targeted foe; ignites flammable items in field areas
Fortune's Fool	20	1.5	3.0	Causes a random effect that may hurt the party, help the party, or damage foes
Frostbite	6	0.4	1.5	Deals a small amount of water-type damage to targeted foe
Healing Hand	18	1.0	3.0	Completely restores HP to one companion
Healing Touch	3	0.0	1.5	Restores a moderate amount of HP to one companion
Mornstar	36	3.0	5.0	Deals a considerable amount of light-type damage to targeted foe
Pulse	9	0.6	3.0	Deals a moderate amount of physical damage to targeted foe; shakes objects in field areas
Thunderstorm	20	0.9	3.0	Deals a moderate amount of storm-type damage to all foes; may inflict confusion (5% chance)
Unleash	varies	varies	varies	Summons a defeated guardian to perform its signature ability
Ward	16	1.8	3.0	Temporarily raises magical defense of all companions by 40%



A bright and cheerful girl who Oliver meets in the other world. She loves singing and playing music, and her dauntless positivity pulls the friends through many a scrape.

		ABIL	LITIES			
Stat	Lv.10	Lv.99	Favorite Gen	uses	٨	<u>a</u> 🗳
HP	66	409	Movement S	peed	**	*
MP	29	264	Attack Speed		*	
Abilities	Lv.10	Lv.99	Abilities	Lv.	10	Lv.99
Attack	14	166	Defense	3	I	273
Mag. Atk.	27	249	Mag. Def.	2	3	266
Evasion	49	342	@ Accuracy	4	7	329

				SONGS	5
Name	Lv.	MP	Casting Time	Cooldown	Effect
Chirpy Tune	Start	4	0	1.5	Restores a moderate amount of HP to one companion
Quick March	15	15	1.1	3.5	Temporarily raises party's evasion by 50%
Cheer	21	15	1.1	3.5	Temporarily raises party's magical attack by 20%
Cacophany	27	12	1.2	3.5	Deals a moderate amount of physical damage to all nearby foes
Chant	36	11	I	3.5	Heals all ailments from one companion (except for unconsciousness)
Healing Hymn	43	16	1.4	3.5	Restores a significant amount of HP to one companion
Refrain	55	20	1.1	3.5	Temporarily raises party's defense by 15%
Anthem	65	20	1.1	3.5	Temporarily raises party's attack by 10%







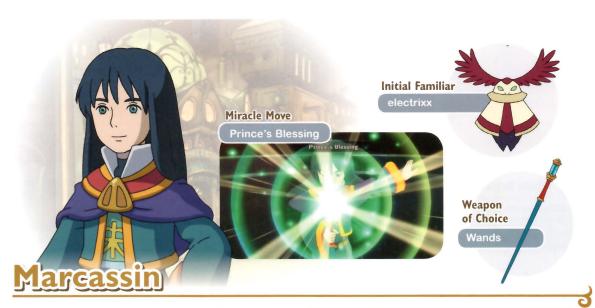
A cheat, swindler, and thief, who will stoop to even the most cowardly of means to get by. He and Oliver meet when he takes something that the friends just can't afford to lose...

		ABIL	ITIES			
Stat	Lv.19	Lv.99	Favorite Gen	uses		* *
HP	142	600	Movement Speed ★★★		*	
MP	37	213	Attack Speed ★★			
Abilities	Lv.19	Lv.99	Abilities	Lv.	19	Lv.99
Q Attack	42	259	Defense	6	9	333
Mag. Atk.	24	160	Mag. Def.	3	8	208
Evasion	81	280	@ Accuracy	6	8	368

	TRICKSHOTS								
Name	Lv.	MP	Casting Time	Cooldown	Effect				
Mugshot	Start	1	0	2	Steals an item from targeted foe				
Rotshot	24	5	0.4	2	Inflicts poison on targeted foe (50% chance of success)				
Slugshot	28	7	0.6	2	Inflicts curse on targeted foe (40% chance of success)				
Blindshot	31	6	0.4	2	Inflicts blindness on targeted foe (40% chance of success)				
Sureshot	36	12	0.3	2	Deals a considerable amount of physical damage to targeted foe; always hits				
Napshot	41	8	0.6	2	Inflicts sleep on targeted foe (40% chance of success)				
Scattershot	47	7	0.7	2	Inflicts confusion on targeted foe (40% chance of success)				
Rockshot	52	15	0.9	6.5	Inflicts petrification on targeted foe (20% chance of success)				
Trishot	58	20	1.1	4	Deals a moderate amount of physical damage to targeted foe				
Deadshot	68	18	0.9	6.5	Inflicts unconsciousness on targeted foe (20% chance of success)				







The confident and compitent leader of Hamelin wasn't always that way. Marcassin had a very tough childhood and fell victim to despair. However, with Oliver's assistance, he healed his heart and became a powerful alliy in the efforts to save his world.

		ABIL	ITIES			
Stat	Lv.49	Lv.99	Favorite Gen	uses		Q
HP	289	533	Movement Speed ★★★		***	
MP	203	290	Attack Speed ★★			
Abilities	Lv.49	Lv.99	Abilities	Lv.	49	Lv.99
Attack	96	254	Defense	8	9	243
Mag. Atk.	195	365	Mag. Def.	- 1	12	266
■ Evasion	104	228	@Accuracy	12	20	268

SPELLS							
Name	Lv.	MP	Casting Time	Cooldown	Effect		
Arrow of Light	Start	3	0	1.05	Deals a moderate amount of light-type damage to targeted foe		
Burden	Start	18	Ī	2.1	Reduces targeted foe's movement speed by 40% (50% chance of success)		
Cloudburst	Start	16	1.8	2.1	Deals a small amount of type-less damage to all foes; may inflict nix (40% chance)		
Draw Poison	Start	4	0	1.05	Cures poison ailment of one companion		
Fireball	Start	5	I	2.1	Deals a small amount of fire-type damage to targeted foe; ignites flammable items in field areas		
Frostbite	Start	4	0	1.05	Deals a small amount of water-type damage to targeted foe		
Healing Hand	Start	6	0.4	1.05	Completely restores HP to one companion		
Healing Touch	Start	9	0.6	2.1	Restores a moderate amount of HP to one companion		
Pulse	Start	12	0.9	2.1	Deals a moderate amount of physical damage to targeted foe; shakes objects in field areas		
Thunderstorm	Start	15	1.1	2.1	Deals a moderate amount of storm-type damage to all foes; may inflict confusion (5% chance)		
Ward	Start	20	0.9	2.1	Temporarily raises magical defense of all companions by 40%		







Items

Provisions

Price Resale	
	20G 10G
nesale	100
Price	100G
Resale	50G
Price	_
Resale	150G
	500G 250G
Resale	250G
Price	_
Resale	1000G
Price	200G
Resale	100G
-	
	1000
	,,,,,
Price	800G
Price Resale	
	800G
	800G
	800G
	800G
Resale	800G
Resale	800G 400G
Resale	800G
Resale	800G 400G
Resale	800G 400G
	Price Resale Price Resale



\$ Shop C C C C Chest D Drop St Steal F Forage HT Hidden Treasure T Task \$ Casino So Solosseum P Pot



Weapons



S Shop C C C C Chest D Drop St Steal F Forage HT Hidden Treasure T Task S Casino So Solosseum P Pot





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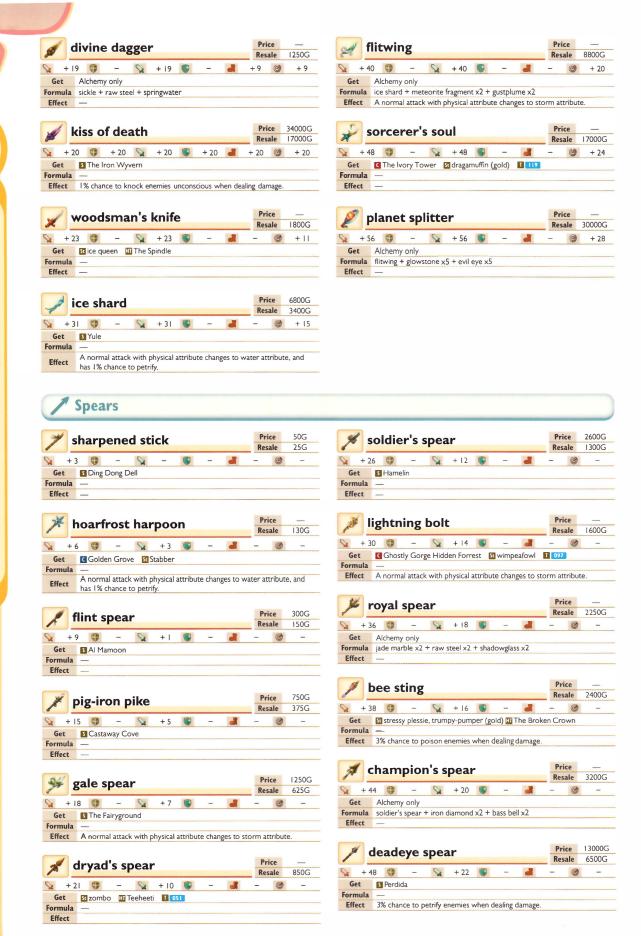




S Shop C C C C Chest D Drop St Steal F Forage HT Hidden Treasure T Task S Casino 50 Solosseum P Pot



Appendix



S Shop C C C C Chest D Drop St Steal F Forage HT Hidden Treasure T Task S Casino So Solosseum P Pot









5 Shop C C C C Chest D Drop St Steal F Forage HT Hidden Treasure T Task 5 Casino 50 Solosseum P Pot



Appendix





Shop CCCCChest DDrop St Steal F Forage HT Hidden Treasure T Task S Casino So Solosseum P Pot





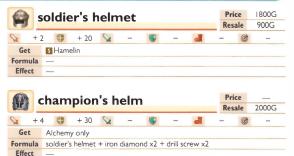


Shop CCCCChest D Drop St Steal F Forage HT Hidden Treasure T Task S Casino So Solosseum P Pot



Headgear







Appendix











Get

S Shop C C C C Chest D Drop St Steal F Forage HT Hidden Treasure T Task S Casino So Solosseum P Pot

Circles of Hell

Formula old oak leaves x3 + ritestone x3 + seeds of discord x2

Effect Wearer is immune to one-hit knockout attacks.

Get

Formula Effect ☐ The Tombstone Trail ☐ fountainhead ☐ The Sleighbell Isles

Odds of evading enemy attacks increase by 10%.





KUNI** WRATH OF THE WHITE WITCH

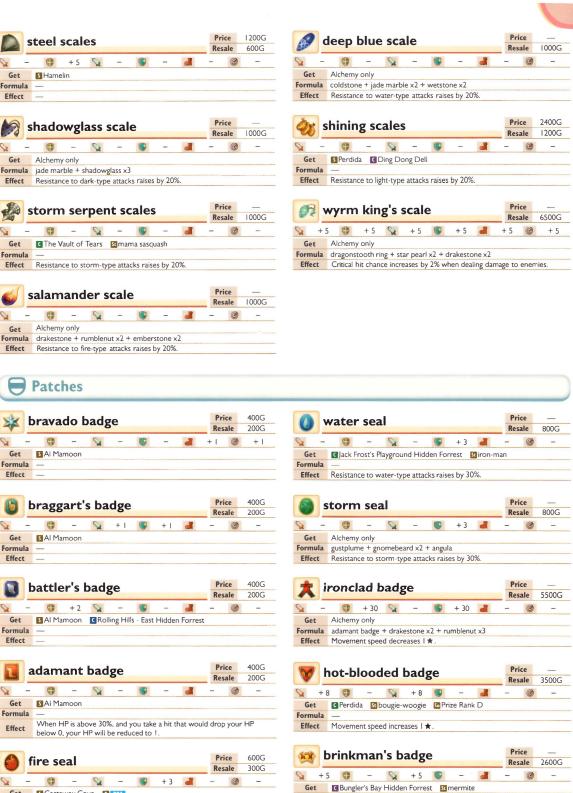


Accessories				named
9 Fangs				
giant's tooth	Price 200G Resale 100G	wolf fangs	Price Resale	450 225
+1 😊 - 📡 - 🎳 - 🚜	- @ -		- @	
Get Ding Dong Dell Rolling Hills 1 079		Get S Yule		
mula — fect —		Formula — Effect —		
beast fangs	Price —	grimson fang	Price	
	Resale 200G		Resale	220
+ 2	- 6 -	+ 8	- 6	
mula —		Formula drakestone x2 + sturdy shinbone + emberstone x2		
fect —		Effect 5% of all damage received from enemies is reflected	back at attac	cker.
poisoned fang	Price —	fiend's fang	Price	_
- 0 - 0 - 3	Resale 250G	+7 😲 - 🖫 +10 🐷 - 📲	Resale	330
Set Alchemy only		Get C Miasma Marshes St florid floret 1 108		
mula giant's tooth + baneflower		Formula —		
fect 3% chance to poison enemies when dealing damage	h.	Effect —		
soretooth ring	Price —	griffin's teeth	Price	_
	Resale 900G	(AM) -	Resale	210
et Done ranger St baabarian III Teeheeti	- @ -	Get Nevermore Staye-aye catcher	- @	
et □bone ranger stbaabarian ttTeeheeti mula —		Get		
fect —		Effect —		
piercing fangs	Price 1400G	₩ harrowfang	Price	
``	Resale 700G		Resale	350
+5 😲 - 📞 - 🐷 - 📲	- @ -	+8	- ®	
Get S Hamelin		Get ☑hierophant (gold) ☑Nazcaä 116 ☑Prize Formula —	Rank B	
devil's fang +2	Price — Resale 850G — Ø —	star eater's fang → +10	Price Resale	550
mula — · · · · · · · · · · · · · · · · · ·		Formula — Effect —		
skullfang ring	Price — Resale 1100G	nix gnashers	Price Resale	200
+4 😍 - 📡 - 🎳 - 🚜	- 🕝 + 4		- @	+
Get Spompeii The Broken Crown		Get S The Iron Wyvern 1 126		
fect —		Formula — 5% chance to nix enemies when dealing damage.		
dragonstooth ring	Price —	wyrmfang ring	Price	
	Resale 1100G		Resale	90
+ 7	asquish	+15 - +15 -	-	
mula —	asquisii	Get C The Ivory Tower Formula dragonstooth ring + ritestone x3 + drakestone x3		
fect Attack speed increases ! ★.		Effect Resistance to fire-type attacks raises by 20%.		
soulfang necklace	Price — Resale 3000G	white stag's tooth	Price Resale	200
+5 😲 - 📡 +8 🕼 - 🚜	- 🕝 -		- (3	200
Get Alchemy only		Get Alchemy only		
rmula soretooth ring + drakestone + baneflower x2 ffect Stamina gauge increases by 10.		Formula glowstone x5 + troll's tears x5 + all-seeing eye x5 Effect Resistance to water-type attacks raises by 20%.	*************	
Scales				
sturdy scale	Price 400G	stalwart scale	Price	
	Resale 200G		Resale	40
- + 2 \ - \ - \ - \ - \ \ - \ \ \ \ \ \ \ \	-	Get Alchemy only		
mula —		Formula sturdy shinbone + wetstone		
ffect —		Effect Stamina gauge increases by 10.		

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6

bracer badge

Formula battler's badge + grunt shield + fogdrop x2

Effect Odds of blocking a foe's attack increase by 1%

+ 4

Alchemy only

Get

_	
700G	0
-	1
	F

Price

Resale



When HP drops below 10% in battle, defense increases 1.5 times.

+ 5

When HP drops below 30% in battle, attack increases 1.2 times

Price

Resale

2500G

Formula

bastion badge

Formula braggart's badge + powerstone x2 + fluffy rice x10

+ 5

Alchemy only









No Longer Mine Hidden Forrest sharper-parper

medal of valor

Stamina gauge increases by 10.

Get

Formula

Effect

Price

Resale

4000G

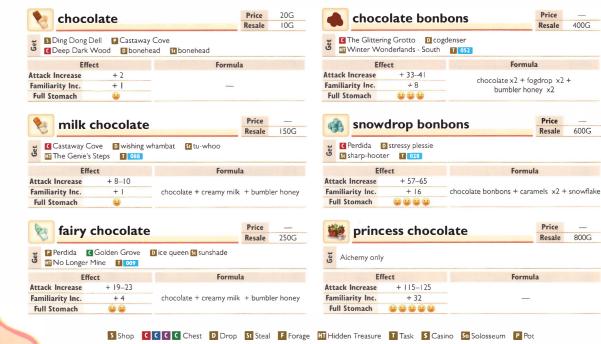
400G

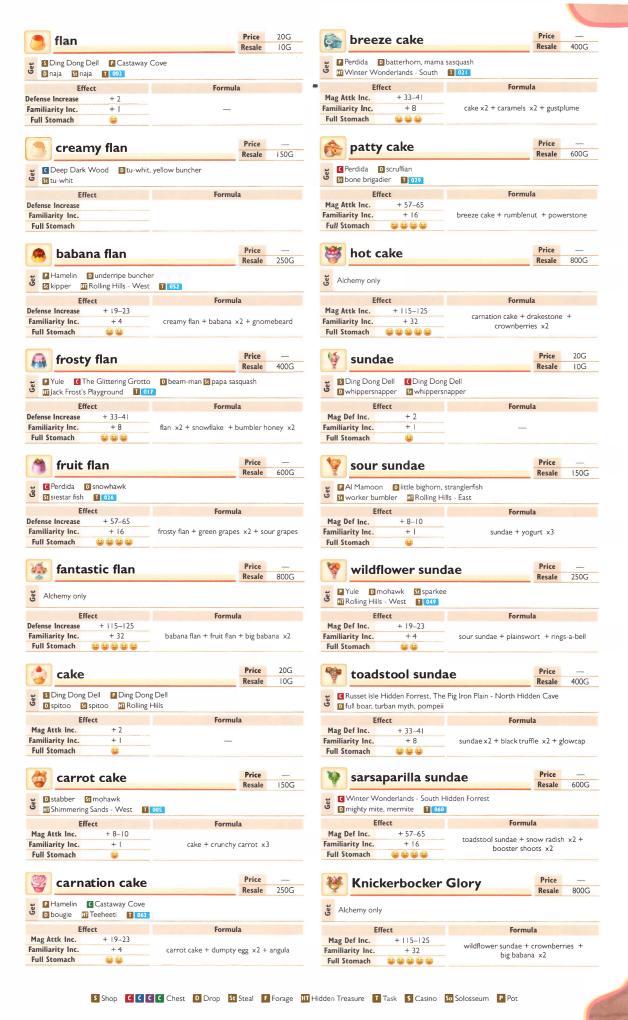
600G

800G

Ireats

Treats

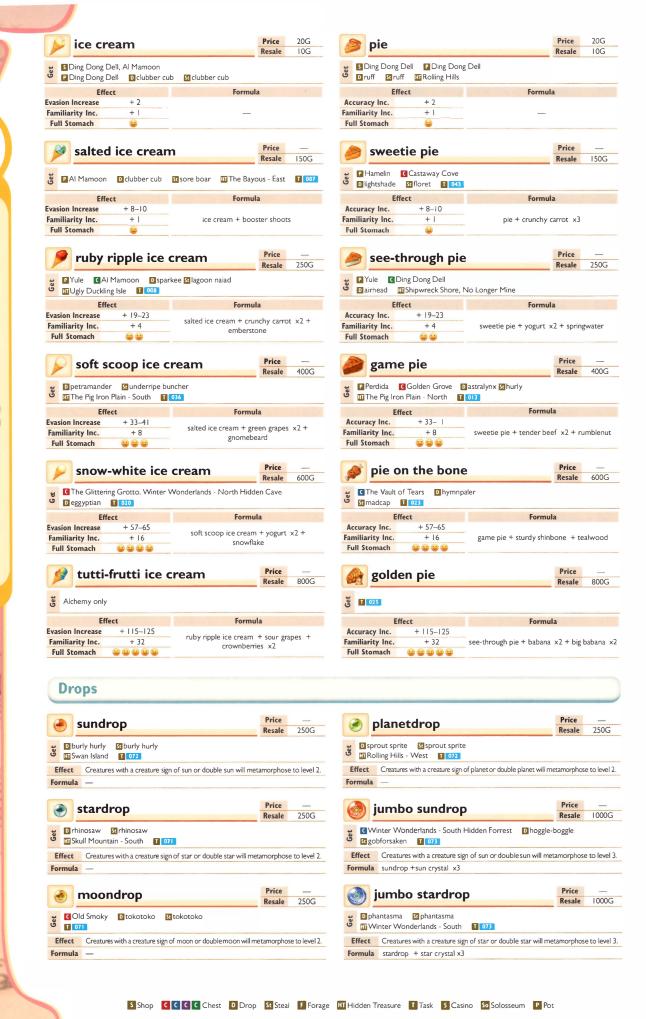


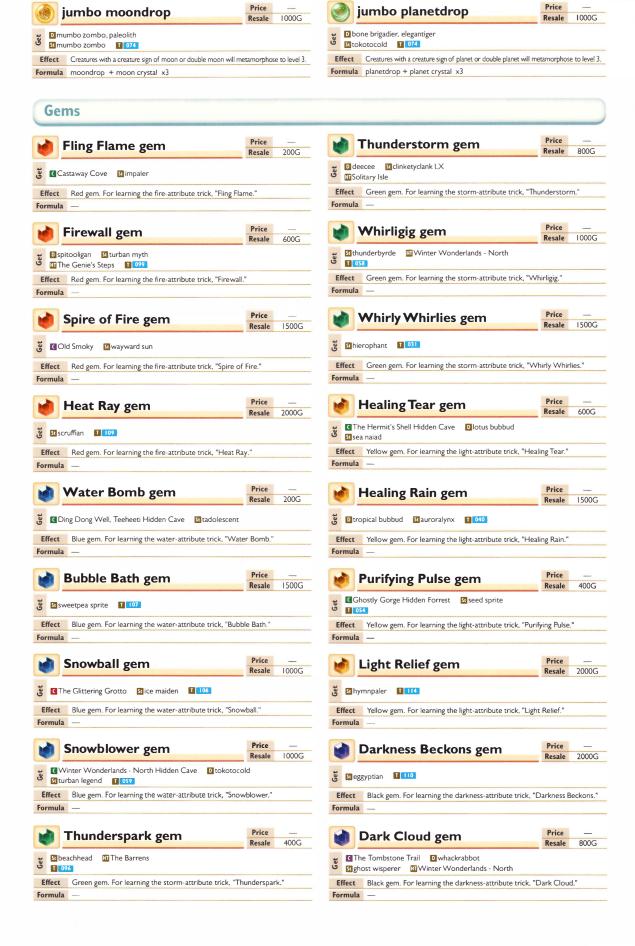










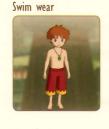


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OUTFITS























Winter wear











Ingredients



9	raw steel	Price Resale	1500
Get	bighorn The Pig Iron Plain - South, The Sleighbell Isles		
6	rumblenut	Price Resale	1500
Get	wimpeafowl 🖸 acee 📭 Ghostly Gorge, Turtle Crag		
	drill screw	Price Resale	200
9	iron-man 🖸 iron-man Skull Mountain - South 🎹 The Pig Iron Plain - North		
8	bass bell	Price Resale	2500
Get	chloroboros chloroboros The Genie's Steps	Ghostly C	
0	fogdrop	Price	_
Set	hackrabbot hyperboar Rolling Hills 1077	Resale	2000
	iado marblo	Price	_
	jade marble	Resale	2000
<u></u> 8	scrambled eggroll	ens	
The same of the sa	gustplume	Price Resale	2500
Get	thunderbyrde, prohawk		
光	blizzard bloom	Price Resale	2000
Get	ice maiden, tadabout St tadabout F Scrooge Island	Resale	2000
A	tealwood	Price	
	paladin partridge, auroralynx 🕟 paladin partridge	Resale	2500
9	Winter Wonderlands - South	Price	
100	snowflake	Resale	2500
	bougie-woogie, paladin partridge Winter Wonderlands - South, Winter Wonderlands - Nort	h	
		p :	_
	coldstone	Price Resale	3000
et et	auroralynx auroralynx Winter Wonderlands - No	Resale	3000
et et	auroralynx auroralynx Winter Wonderlands - No Winter Wonderlands - South 7077	Resale orth	_
Get Get	auroralynx auroralynx Winter Wonderlands - No Winter Wonderlands - South 1077 drakestone	Resale	_
Get Get	auroralynx auroralynx Winter Wonderlands - No Winter Wonderlands - South drakestone gobspeed, wayward sun gobspeed, wayward sun	Resale orth Price Resale	3000
Get Get	auroralynx auroralynx winter Wonderlands - No Winter Wonderlands - South 1077 drakestone gobspeed, wayward sun gobspeed, wayward sun iron diamond	Resale orth	3000
Get Get	auroralynx auroralynx Winter Wonderlands - No Winter Wonderlands - South drakestone gobspeed, wayward sun gobspeed, wayward sun	Price Resale Price	_
Get Get	auroralynx auroralynx Winter Wonderlands - No Winter Wonderlands - South 1077 drakestone gobspeed, wayward sun agobspeed, wayward sun iron diamond hackrabbot, bougie-woogie Ahackrabbot	Price Resale Price	3000
Get Get	auroralynx auroralynx winter Wonderlands - No Winter Wonderlands - South of the Wonderlands - No drakestone gobspeed, wayward sun gobspeed, wayward sun iron diamond hackrabbot, bougie-woogie hackrabbot Winter Wonderlands - North	Price Resale Price Resale Price Resale	3500
Get Get	auroralynx auroralynx winter Wonderlands - No Winter Wonderlands - South drakestone gobspeed, wayward sun gobspeed, wayward sun iron diamond hackrabbot, bougie-woogie hackrabbot iwinter Wonderlands - North	Price Resale Price Resale Price Resale	3500

👸 🖸 sprog cog, clinketyclank 🛭 sprog cog 🚻 Teeheeti



Appendbx

bble pipe	Price — Resale 400G	evil eye	Price Resale	
o zombo, fuddy-daddy 🚺 mumbo zombo, fuddy-d	laddy	tokotoko (gold), trumpy-pumper (gold)	gold) [0	70
chestone	Price — Resale 400G	sun crystal	Price Resale	5000
rigadier, honky-tonker 🖸 bone brigadier, honky-to	onker	bone baron, inphant (gold) sobone baron Billy Go	oat's Bluff -	North
ownberries	Price — Resale 400G	star crystal	Price Resale	500
ın, nightcap 🛐 scruffian 📭 Bungler's Bay 🐧 С F	Prize	D sweetpea sprite, supercogductor Billy Goat's Bluff - North		
g babana	Price — Resale 400G	moon crystal	Price Resale	500
hant, aye-aye catcher 🖸 hierophant 🚺 Bungler's	Bay S C Prize	☐ nightshade, mahanaja ☐ nightshade ☐ Billy Goat's Bl	uff - North	
eteorite fragment	Price — Resale 500G	planet crystal	Price Resale	500
y-pumper (gold), batterhorn 🐧 batterhorn 🚺 T	he Hermit's Shell	elegantiger, medixx selegantiger F Billy Goat's Bluff	- North	
owpipe	Price — Resale 500G	scroll of truth	Price Resale	100
man, demoliceros St beam-man, demoliceros		toko (gold), dragamuffin (gold), hog-goblin (gold)	onky-tonker	· (gold
ar pearl	Price — Resale 600G	bumbler honey	Price Resale	50 25
lancer, neolith		S Ding Dong Dell • worker bumbler, soldier bumbler	🔃 worker l	
air of) black wings	Price —	aumpty egg	Price Resale	50
ian, relixx 🖪 eggyptian, relixx		S Ding Dong Dell, Al Mamoon O oroboros storobor	os	
d oak leaves	Price — Resale 600G	crispy lettuce	Price Resale	50
ä		S Ding Dong Dell, Al Mamoon Dincy St pom pom		
estone	Price — Resale 600	crunchy carrot	Price Resale	50
ä		S Ding Dong Dell, Al Mamoon Dittle bighorn stittle	bighorn	
eds of discord	Price — Resale 700G	yogurt	Price Resale	50
floret, nightshade 🛛 starshade, nightcap		S Al Mamoon, Castaway Cove Dlightshade Ilightsh	ade	
-seeing eye	Price —	tender beef	Price Resale	60
dancer, fuddy-daddy, honky-tonker 🚻 Nazcaä		S Ding Dong Dell, Al Mamoon Orhinosaur Inhinosaur		
leidostone	Price — Resale 1000G	ø babana	Price Resale	100
ggle (gold), gobfather (gold)	Τ 069	3 Al Mamoon • green buncher, yellow buncher • green	en buncher	
oll's tears	Price — Resale —	creamy milk	Price Resale	100
bopper (gold), honky-tonker (gold) 11 psychophai		S Al Mamoon turbandit, monolith turbandit		
owstone	Price — Resale —	fluffy rice	Price Resale	150
y-honker (gold), psychophant (gold)		3 Al Mamoon, Castaway Cove D boggly-boo 1 bogg		, ,
gel's wings	Price —	dumbflounder	Price Resale	150
gel's wings	Price — Resale —	dumbflounder	Price Resale	

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black truffle Price 200G Resale 100G Carashing boar, gobfather Carashing boar Price 200G Resale 100G

Important Items

Image	Name	Acquired	Description
1	The Wizard's Companion	Acquired at Motorville	The book of magic in Ni No Kuni. You can read The Wizard's Companion from the menu.
1	Locket	Found in Deep Dark Wood/Whispering Waterfalls	For collecting heart pieces. You can check which heart pieces you have from the main menu.
	Proof of Wits	Acquired in Temple of Trials	Proof of wits for the sage's trials
	Proof of Friendship	Acquired in Temple of Trials	Proof of friendship for the sage's trials
②	Proof of Strength	Acquired in Temple of Trials	Proof of strength for the sage's trials
W	peculiar pot	Acquired in Castaway Cove	A pot with a lid so large you can't open it.
	cauldron	Acquired in Castaway Cove	Cauldron with a genie living in it. You can combine items from the Main Menu.
9	giant cheese wedge	Acquired in Castaway Cove	Queen Lowla's favorite thing. Use this to gain an audience with Queen Lowla.
2	portrait	Acquired in Castaway Cove	Photo taken by a sage said to be in Hamelin.
	letter of passage	Acquired in Castaway Cove	Letter received from Queen Lowla. Used to board The Sea Cow in Castaway Cove.
	pieces of art	Acquired in the Fairyground	Piece of art from the bard. Collect the 8 pieces and the humor deity will descend on Smiley 'n' Surly.
3	skeleton key	Acquired in Tombstone Trail	A key received on the Tombstone Trail. Allows entry into the casino on the Tombstone Trail.
	RIP pass	Received from the Pit Boss in the Casino (Post-clear content)	Casino entrance pass that lets you get into the VIP room.
The same	dragon horn	Acquired on Skull Mountain	A horn that can go back and forth between dragon and heart. Used to call Tengri.
A ST	map of the stones	Acquired on Skull Mountain	Map indicating the locations of the 3 stones that need to be placed in the Mornstar.
R	serpent key	Acquirred in the Vault of Tears	A key with an evil snake twined around it. Used to open the door to the Vault of Tears.
	Sun Stone	Acquired on the ghost battleship	One of the stones to be inserted in the "Mornstar".
	Star Stone	Acquired in the Glittering Grotto	One of the stones to be inserted in the "Mornstar".
	Moon Stone	Acquirred in the Vault of Tears	One of the stones to be inserted in the "Mornstar".
4	Wings of Xanadu	Acquired in Hamelin	A medal carried by the ghost of Xanadu. Used to get into Perdida.
F	holy wood	Acquired in Perdida	The block of wood that will be turned into the Clarion.
K	carved holy wood	Made from holy wood	A block of wood created by King Tom the XIVth.
K	the Clarion	Made from carved holy wood	A flute created through the cooperation of 3 kings. Clears the fog in the Miasma Marshes.
	Alicia's pendant	Acquired in Nevermore	Pendant that Alicia receives from Lucien.
*	Flower of Youth	Acquired in Ding Dong Dell (After volcanic ash)	A flower that hides an ancient memory.
*	Flower of Faith	Acquired in Al Mamoon (After volcanic ash)	A flower that hides an ancient memory.

Image	Name	Acquired	Description
*	Flower of Hope	Acquired in Hamelin (After volcanic ash)	A flower that hides an ancient memory.
	name tag	Grant all the wishes of the familiars at The Hermit's Shell cave	Proof of communicating with the familiars. Used to v the name of the familiars at the Retreat.
a	Philmobile key	Acquired in Quest [3]	Yellow key made by Philip. Use to ride in the Philmobile 2000.
4	cherub's wing	Acquired in Perdida	Ingredient for creating the "herald's harp."
	heart of the muse	Awarded for the first Rank A win in the Solosseum Series	Ingredient for creating the "muse's harp."
	blossom of the bard	Acquired on Quest 132	Ingredient for creating the "bard's harp."
0	hog's cog	Acquired in Hamelin	Ingredient for creating the "rogue's revolver."
2	gyro-grappler	Acquired in Hamelin (After volcanic ash)	Ingredient for creating the "highwayman's handgun."
	cad's clasp	Defeat Porco Grosso in Quest 122	Ingredient for creating the "cad's cannon."
	riddle rivet	Acquired on Quest 134	Ingredient for creating the "masterthief's magnum."
Pi	Mirror of Truth	Acquired on Quest 136	Ingredient for creating the "Sky Tree wand."
o S	red earring	Found in the pots in Quest 041	An earring that a Grimalkin girl received from her grandmother.
	lovers' lunch basket	Received from the client's housewife in Quest 045	A lunch basket packed full with love.
	turmeric root	Drops from lumberwood in Quest 088	Rare roots that are ingredients in the "Sheikh's special spices."
20	spicy seeds	Collected at the harvest point in the Smoky Mountains during Quest 048	Seeds that are ingredients in the "Sheikh's special spices."
9	Sheikh's special spices	Give the Sheikh of Spice the ingredients during Quest 48 and he'll make it	A secret spice made in Al Mamoon.
Ø	rainbow leaf	Drops when floret is defeated by frostbite in Quest 049	Beautiful leaf dropped by floret.
1	slapstick	Drops when wishing whambat is defeated with blindness during Quest 051	The comedy duo's favorite slapstick.
*	feel-good fungus	Received from the forest dwellers in the Ghostly Gorge forest during Quest 055	A rare mushroom that is effective against a variety of illnesses.
	broken booster	Received from the client mechanic in Quest	Broken-down, worn-out airship parts.
	brand-new booster	Received from Rusty in Motorville after he repairs it in Quest 057	Shiny, repaired airship parts.
D.	snazzy swimsuit	Received from a seagull in Bungler's Bay during Quest 060	A bikini on a grand adventure in Castaway Cove.
3	hometown flower	Received from a girl in Motorville during Quest 062	A plain, ordinary tulip.
9	cold compress	Received from Tomte in Yule during Quest 063	A compress that instantly cures any lower back pain.
	the Cat's Whiskers	Dropped by igneous supremus during Quest 065	Award given to accomplished soldiers in Ding Dong Dell.
9	traveler's diary	Examine the sandbar in the Rolling Hills during Quest 079	Diary written by a traveller in the Rolling Hills.
1	traveler's diary	Examine the trees in the Smoky Mountains during Quest 080	Diary written by a traveller in the Smoky Mountains.
1	traveler's diary	Examine the driftwood at the shrine in Teeheeti during Quest	Diary written by a traveller in Teeheeti.
1	traveler's diary	Examine the tracks in the Pig Iron Plain - South during Quest OB2	Diary written by a traveller in the Pig Iron Plain.
0	traveler's diary	Received from forest dwellers in the Winter Wonderlands - South during Quest [063]	Diary written by a traveller in the Winter Wonderlands.
	traveler's diary	Examine the stone statue in Nazcaä during Quest 084	Diary written by a traveller in Nazcaä.
0	traveler's diary	Examine the area around the forest entrance in Golden Grove - South during Quest 085	Diary written by a traveller in the south of Ding Dong Dell.
	Spirit of the Woods	Acquired in the Deep Dark Wood/ Whispering Waterfalls	Deep green gem used to summon the Guardian of the Woods.
	Spirit of the Glade	Acquired in the Golden Grove	Red gem used to summon Gladiataur.
	Spirit of the Temple	Acquired in the Temple of Trials	Deep crimson gem used to summon Bashura.









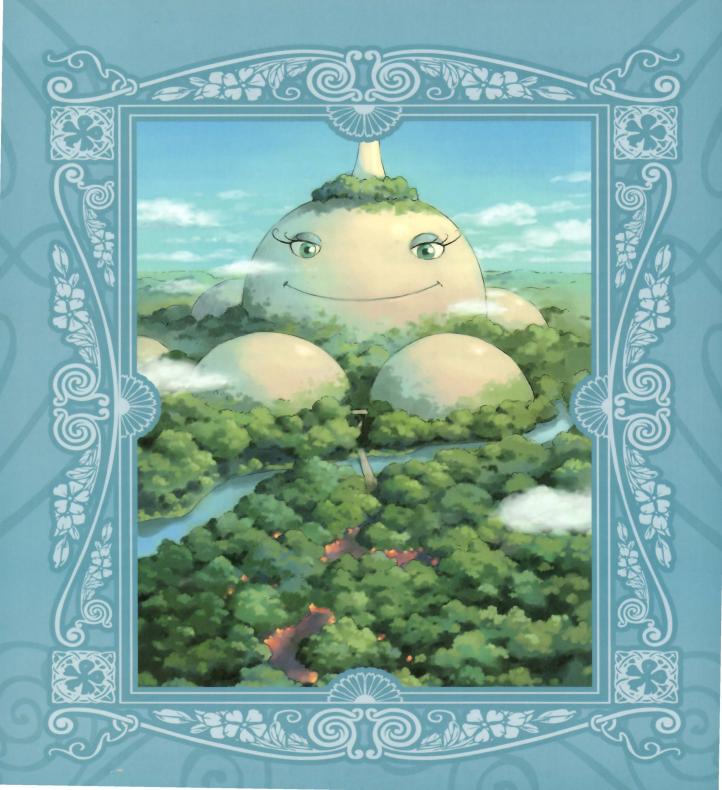
Tr	ophy Name	Trophy Grade	Hidden/ Shown	Description	Unlock Requirements
	Wizardry Whiz	Platinum	Hidden	Awarded for becoming a master magician. Congratulations! You truly are a whiz at wizardry!	Collect all other trophies to unlock this.
	Out of this World	Bronze	Shown	Awarded for casting Gateway and traveling to another world.	Received in Chap. I when you first get to move around freely in the other world.
	En Guardian!	Bronze	Hidden	Awarded for defeating the Guardian of the Woods and bringing him back to his senses.	Defeat the Guardian of the Woods in Chap. I.
	Anchors Aweigh	Bronze	Hidden	Awarded for obtaining the Sea Cow.	Received in Chap. 2 when you obtain the ship.
	Fly the Friendlier Skies	Bronze	Hidden	Awarded for befriending Tengri.	Received in Chap. 5 when you can ride the dragon.
	Wonder Wand	Bronze	Hidden	Awarded for restoring the legendary wand Mornstar to its former glory.	When the wand Mornstar is restored with the former glory.
	A Tonic for the Djinn	Bronze	Hidden	Awarded for defeating the Dark Djinn.	Received in Chap. 6 when you defeat the Dark Djinn.
	Council Trouncer	Silver	Hidden	Awarded for freeing the other world from the clutches of the Zodiarchy.	Received in Chap. 7, when you defeat the last boss.
	King of the World	Gold	Hidden	Awarded for defeating the Guardian of Worlds.	When you defeat the hidden (post-clear) boss.
	Guildering the Lily	Silver	Shown	Awarded for amassing a fortune of half a million guilders.	When you obtain 500,000G.
	Man of Steal	Bronze	Shown	Awarded for successfully stealing 50 times.	Awarded for successfully stealing 50 times.
	Glim Reaper	Bronze	Shown	Awarded for gathering 2,000 glims.	Awarded for gathering 2,000 glims.
	Little Battler Experience	Silver	Shown	Awarded for winning 1,000 battles.	Awarded for winning 1,000 battles.
	Overfamiliar	Bronze	Shown	Awarded for maximizing a familiar's familiarity.	Raise a familiar's familiarity to the fifth level.
	Pedigree Breeder	Bronze	Shown	Awarded for training a familiar to its full potential.	Awarded the first time you add 50 bonus ability points to a familiar by feeding it treats in the Creature Cage.
	Viva the Evolution!	Bronze	Shown	Awarded for managing 10 metamorphoses.	Metamorphose 10 familiars via leveling up then feeding them drops in the creature cage.







The Heart of Ni no Kuni



AN INTERVIEW WITH.

6

AKIHIRO HINO

We created Ni no Kuni with the desire of making children feel something.

We sat down for an interview with the "father" of Ni no Kuni, Akihiro Hino. He spoke about working with Studio Ghibli and Joe Hisaishi, his own feelings on the creation of Ni no Kuni, and the messages he wanted to deliver in this title.

— First of all, how did the Ni no Kuni project come about?

Ni no Kuni began as a concept to commemorate Level-5's tenth anniversary as a company, in which we wanted to create a game that children would enjoy playing and that would leave a good impression on them. I came to know Mr. Suzuki, one of the producers at Studio Ghibli, so once the initial designs were finished, we reached out to Studio Ghibli via Mr. Suzuki and asked them to create the animations for us.

— Was that when you decided to work with composer Joe Hisaishi*?

That came later. As we started working with Studio Ghibli, we really wanted to ask Mr. Hisaishi to do the music, and Studio Ghibli was kind enough to introduce us. We met him in person and asked him then.

—— Did you plan on creating a PlayStation®3 (PS3) version from the start?

Yes. We decided to do both a Nintendo® DS (DS) version and a PS3 version right from the start. We started on the DS version first because the DS had a larger intallation base at the time here in Japan. But we oursleves wanted to show off our work in a higher-quality version, and even Studio Ghibli and Mr. Hisaishi were asking, "Can't we get this on a bigger screen?" It seemed a bit of a waste to confine such great content to just the small DS screens, so that's why we also wanted to make a PS3 version from the get-go.

— What was the concept behind the PS3 version?

We really wanted to utilize the full capabilities of the PS3 hardware to show off the Ni no Kuni world. The PS3 version was significant because Mr. Hisaishi's music could now accompany the magnificent imagery, allowing both the audio and visual to work together to convey the feel of the Ni no Kuni world 100%. Also, on the PS3, we could create real-time polygon event scenes that reproduced the look and feel of Studio Ghibli's anime exactly. This would further allow us to give the player a sense that they've stepped into an anime world and can walk around it freely. That was one of the main goals of this project.

— Compared to the DS version, the PS3 version has huge changes to the world map and other areas. Why is that?

With the goal to make an RPG that was approachable by the widest possible audience, we wanted to revitalize the old-school, top-down view for a modern-yet-traditional feel to the world map. To keep the world map screen from feeling like a plain old top-down 2D view, we made it feel more modern by arranging the terrain in fun and fascinating ways. Our theme for the PS3's version of the world map was to give the feeling of walking through a diorama. So we aimed to creating a kind of miniature model of the world, full of highs and lows, that is being photographed by a camera.



— In the DS version of Ni no Kuni you could cast spells by writing the magical runes with the touch screen and stylus. Did you ever consider using the PlayStation®Move controller like a wand to cast the spells in the PS3 version?

Yes, of course we did think about using the Move controller in the PS3 version. But if we made it a requirement to play the game, it would limit the number of people who would then be able to buy it. So in order to allow the largest number of people to enjoy *Ni no Kuni*, we stuck to using the standard PS3 controller and added other new features to the PS3 version to make it fun in different ways.

— Tell us about the decision to include The Wizard's Companion book digitally inside the PS3 version, as well as to pack a physical version in with the collector's edition.

Reading a real book is wonderful, but when there's a book on the other side of a window to a fantasy world, and you can turn the pages in the virtual world, I think it can be just as fun. That's why we decided to allow you to read the book digitally inside the game.

At the same time, The Wizard's Companion was designed as a real book, and a lot of people said they enjoyed it as

a book on its own merits, as well as a kind of collector's item. So we were worked with our Western distributor, Bandai Namco, to print a limited run of the English book as a special bonus for those who purchase the Wizard's Edition of the game in the West.

— Can you describe the complexities of the White Witch's role in the plot?

The White Witch's manipulation of Shadar is a wonderful element of the plot, as is the idea that the witch has burdens of her own. Also, we wanted to explore the idea that everything has two sides. The White Witch wants to destroy the world with all her soul, and her spirit gets access to Oliver, who wants to save the world. That's where Pea comes in.

— When you were creating characters like Oliver and Esther, what kind of discussions did you have with Studio Ghibli director Yoshiyuki Momose?

By the time I asked Mr. Momose to take on the character design, it had already been done to some degree, so we handed over those assets. But those designs were drawn by Level-5 designers, so we thought that if we didn't ask Studio Ghibli to draw them, then they wouldn't have that "Ghibli-ish" feel. So we asked them to ignore our character

We wanted to depict the main character's growth from child to adult.

designs and re-do everything from the ground up based on my written script and setting notes.

— Did you, in turn, ask Studio Ghibli for any rewrites of their work?

Not really. For the most part their designs were good to go from the start. What touch-up requests we did send them were just changes to hair color and the like. So when we received their designs back, it was like "Wow! So, this is Studio Ghibli's craftsmanship!"

— What was the reason for using celebrities, instead of ordinary voice actors, for the main characters' voices in the Japanese audio? And what can you tell us about the English audio?

In Japan, we wanted to make a game that was very Studio Ghibli–like. As we had their art and Mr. Hisaishi's music, it made sense to also implement their approach to casting celebrities for the voices. We ourselves at Level-5 have experience using stage and film actors for the Japanese voices in the *Professor Layton* series*, so we thought that more natural performances by such actors would fit well with the overall feel of *Ni no Kuni* too.

For the English voice overs, our translators decided to use a split of American English and British English (along with

its many regional dialects) between the two worlds. This meant we needed to cast actors who could convincingly pull off the two accents for the characters that appear in both worlds. The English audio also features child actors for some of the main characters and the theme song, which provided us with an even more realistic, heart-touching performance. This is why we focused on specialized acting ability instead of name value for the English audio.

We include the original Japanese audio as an option in the Western release, so you can enjoy the feel of both performances.

— What were your conversations with Mr. Hisaishi like?

We met a number of times, where I explained the intent of each musical score and requested what kind of music we wanted. We discussed creating each piece of music to represent a different facet of the overall feel of the world. So Mr. Hisaishi created each song with these concepts in mind.

— Do you have a favorite song?

I like Drippy's theme the best. It has a number of different arrangements, including serving as a base to the B.G.M. used in The Fairyground.



▲ Drippy's color variations. When you look at these sketches by Mr. Momose, the animation director from Studio Ghibli, you can see they tried a number of different color combinations, starting with Drippy's face and lantern, before they settled on Drippy's final look.



▲ The quiet, muted colors used for Oliver's clothes in the original concept sketches are quite different from the bright yellow used in the final game.



— Where did the ideas for the all the place and creature names come from?

In the original Japanese, these were all puns and word play. Most of the place names I named myself were pretty much in your face, so you could tell what kind of place they were before you went there.

In the English and European languages, the translators replaced the word play and puns in their own languages where they could (particularly in the creature names), but they also referenced a lot of fairy tales and nursery rhymes to give it the warmth of childhood memories and a fantasy feel to the place names, without making every single place and creature name a groan-worthy pun.

— Did you check the design of each and every creature as well?

Every last one of them. Some of the really creepy monstertype creatures our art designers came up with needed to be toned down to match the cute Studio Ghibli style better. On the other hand, some of our initial drafts for familiairs were overly-cute, to the point that I feared players probably wouldn't want to use them in battle. So we tried to strike a balance between the adorable and the monstrous for the look of our creatures in the game.

— What message did you hope to convey to the people who play Ni no Kuni: Wrath of the White Witch?

We created *Ni no Kuni* with the desire of making children feel something. While the final story of the PS3 game was

expanded so people of an older age group can enjoy it more as well, at its core is the desire for the young, and young-at-heart, to experience the spirit of dreams and adventure. In order to motivate children to come along on this long journey, we posed a theme that hits close to home—"What would you do if you lost your mother?"

Oliver's personal journey is to work to defeat the Dark Djinn Shadar in order to rescue his mom. But after having to say goodbye to his mother, Oliver then has to fight the White Witch with the ultimate goal of saving the other world. So there's this story of a boy learning to be a man, and to stand on his own without his mom. The Oliver who cried at his mom's death and said he didn't want to go on an adventure, transforms into someone who is, in turn, able to help and encourage others around the world. It reveals the process of how a child grows into an adult, and that's what I particularly wanted to share with the younger ones in our audience.



Akihiro Hino
President/C.E.O. of LEVEL-5, Inc.

Works as planner, scenario writer, and producer for the *Professor Layton, Inazuma Eleven,* and *Little Battler* Experience series. Currently working on a batch of new cross-media IP including *Yokai Watch* and *Fantasy Life*.

AN INTERVIEW WITH

KEN MOTOMURA

We started out wanting to create something that could be called a true Ghibli product.

Level-5 director Ken Motomura talks about characters like Pea and Cassiopeia, locations like The Fairyground, and the secrets of *Ni no Kuni*, including those hidden forest glades.

— First, tell us about developing for the Playstation®3 (PS3).

As Level-5 was reaching its 10-year anniversary, we wanted to create a project to commemorate it, and we began work on *Ni no Kuni*. Akihiro Hino's concept was a warm storybook world, and we wanted to create something we really liked. But as we worked, the scale just kept increasing, and then we decided to work with Studio Ghibli and Joe Hisaishi. Then we wanted to make use of the best graphics, so we made the move to the PS3. We started out wanting to create something that could be called a true Ghibli product, and we couldn't have done that without Studio Ghibli.

— Were there any times during development when you received motivation from Studio Ghibli or Mr. Momose?

Lots of times. Speaking of motivation, they gave me considerable guidance in regards to event direction. They looked at all of the event scenes and made comments like, "The movement is a little off," or "Cut here and connect there." They gave great advice and revision directions on even the smallest detail. They were even present for the motion capture, helping direct the acting.

—— Did you keep Studio Ghibli in mind when creating the story?

No we weren't that overly conscious about it being a Ghibliish story, but more conscious of Akihiro's idea of it being "a storybook world," so we paid attention to avoid using difficult words as much as possible, and to make the story easy to understand. Personally, I wanted to create a piece of entertainment with breadth and depth of emotion, from fear to laughter. That's why I tried putting in a wide range of scenes, from humorous ones through to scary ones.

— Did you have any difficulties with the graphics when developing for the PS3?

There were so many, but if I had to talk about one, it would have to be the technical difficulties we had with Oliver's cape. We call it a "cape," but in fact it's more like a poncho when you consider the front section. We discussed turning it into more of a superhero-like cape, with no front section, as that was simpler to create. The programmers and graphic artists worked hard on this together. The cape is created not just with mathematical calculations alone, but by a combination of both mathematical calculations and hand-drawn motion. That's the kind of places where we were picky about.

Also, we were quite fussy about the eating scenes as those are done with meticulous attention in Ghibli anime. There is a breakfast scene at the beginning of the story, and although we tried to make it look like Oliver was enjoying his meal, eventually Mr. Momose suggested we simply not show Oliver actually eating. I thought the eating scene actually looked quite good in comparison to other games, but to film-conscious people like Mr. Momose, it simply looked weird. Eating is such a normal, everyday thing that if it's even the slightest bit unnatural, everyone will pick up on that. We really wanted to show Oliver and Allie's mouths with food, but it was suggested that hiding it would make the scene seem more natural, so we had the camera switch angles at the last second.

— In regards to the graphics, the world map features a lot of terrain with extreme undulations. Were these particularly difficult to represent?

They were. At the beginning, Akihiro said he wanted a top-down view, but I thought it would be better to show the





world from an angle closer to a first-person view that is more common in games these days. As we switched camera angles around to match his orders, I also came to think this view was actually pretty good. [laughs] The difficult thing was that when we first made the world map it was designed to be beautiful from the lower viewpoint of the character, but when looking at it from the top-down, it was difficult to distinguish all the ups and downs. So we kept modifying the geography to emphasize the undulations more and more, until it reached the point it's at now.

——The combat system is very unique, isn't it?

We were trying to achieve something new for the battle system so we must have revised it over 10 times trying out different approaches. We came up with so many ideas, at first wanting to do encounter battles without seperate battlefields, and then others suggested that we try to do fullaction battles, and so on... There was about a year where we were using a more command-centric system, but something just felt wrong because the battles weren't very fun. We really worried about this right up to the end. But once we started allowing the player to move their familiars about the battlefield, we started to see some potential. Until then it was just a command-based system that didn't let you move about—so this change was really refreshing. Finally, we felt like we had the right combination of action elements and command-based strategy.

-There are a lot of growth types and attributes for the familiars; was it difficult to balance them?

Familiars with average abilities and tricks aren't very interesting so you tend not to feel any special bonds with them. That's why we tried to make them all have their own unique features and tradeoffs, like making the hardhitters move slowly. So we hope you will raise up your own favorite team of familiars.

Can you tell us more about the decision to have The Wizard's Companion in the game?

Once we decided to keep The Wizard's Companion as a feature of the PS3 game, we wanted to make sure it was easy to access while playing. The best way to do that was to put it in the game itself as a digital book. Then we thought that since we are putting it inside the game, we might as well have fun with it and have the player gather the pages as they play along. Collecting missing pages of a book just felt more gamelike. Also, once we added in the ability to zoom in and out to read the text better, we decided to add in hidden features like when you zoom in on certain points of certain pages, you will get animated movies that pop out at you. We even added in hidden hints that pop up when you zoom in on the maps to read the fine print. I hope The Wizard's Companion book is interwoven with the world so well that it adds a great deal to the game's atmosphere when you play it.

— What kind of exchange did you have with Mr. Momose regarding characters like Pea and Cassiopeia?

We asked Studio Ghibli to draw the original character sketches once we had the story pretty much solidified. During the back and forth on these, Mr. Momose had lots of great suggestions. For example, he suggested we change the color of parts of the White Witch's body to reflect her emotions. We loved that concept, so we made her colors change a little throughout her scenes. After we implemented that, we showed it to Mr. Momose, and he made further notes on the silhouette design. He suggested we make her head as large as possible, to increase the impact of her presence. Of course, we want to make her seem large in comparison to Oliver, so we increased her overall size slightly. We had much interchange over seemingly minor details like the volume of her hair. Then there was the White Witch's cape. The inside of her cape was supposed to look like the universe, but it didn't feel right. We spoke with our artists, and asked them to change it from a picture drawn on the innerlining of the cape, to having it a seperate image that floats on its own, as if it was weightless like outer space itself.

—— Tell us about Pea.

Pea originally had very short hair. It was cute in its own way, but I wanted her hair to be a little bit longer. As far as her name is concerned, in Japanese we wanted to give her a name that sounded like it could be a girl's name, like Ana or Mana. But Mana was turned down outright because it was the name of a famous chid actor here (who we ended up using to do the actual voice!) [laughs] Akihiro wanted a



name that felt more attuned with the fantasy setting, and he himself deliberated upon it right up to recording deadline. But finally he settled on "Kokoru" as a play on "kokoro" ("heart" in Japanese). In English, the translators called her "Pea" as a childish nickname for "Cassiopeia," as well as a wink at "The Princess and the Pea" fairytale.

— How about Cassiopeia?

Cassiopeia was decided on in a flash during a meeting, and her image soon followed. We handed our character background and story documents off to Mr. Momose, then asked him verbally to draw us a character based on this information. We left him to come up with the actual design on his own. At first her "witch face" was a little too scary, so we had some back and forth on toning her evil image down. The rest pretty much fell into place quite smoothly.

— Tell me about working with Mr. Hisaishi on the music.

The DS version of Ni no Kuni had around 20 pieces of music, but we knew we needed more for the expanded PS3 version. My dev team and I spoke with our sound department and I ended up writing order sheets for something like 11 new pieces. The actual communication was done directly between Akihiro and Mr. Hisaishi, but I sat next to Akihiro and listened in on the exchanges. Akihiro was just saying that he felt the tempo was too fast when it would suddenly slow down. We all liked this kind of dual-nature with the music as it seemed to fit the theme of Ni no Kuni perfectly, so I changed my order sheets to reflect our requests for more of such dual-natured music. Because the music was created via this process I think it came out realy well. I attended the recording session where the full orchestra performed our songs, and it was so wonderful, I just sat mesmerized.

— Do you have a favorite tune?

I have several that I like, but I think my favorite has to be the Fairyground arrangement. When I heard that, I laughed. Then it just stayed in my head, and before I knew it, I was humming along. I also like the Mummy's Tummy tune done with recorders. When I placed the order in for that piece, we wanted it to sound like something from a kindergarten class. During the recording session, we had adults playing the organ with others playing along on recorders that they brought from home, and everyone was

We thought, "What makes RPGs fun?" as we packed in as many interesting features into the game as we could.

laughing as they played. It was quite something to see. In relation to the duality theme I mentioned before, a good example was a chorus in the White Witch's theme. Mai* brought a chorus choir with her to sing the voiced sections. But after the chorus parts, there was this convulsive mix of intense sound followed by quiet. Later, when we made a promotional video for the game using that music, I really felt the impact of the powerful beginning to that new theme song.

— Do you have any secret development stories that you'd like to share?

When we were first creating the Fairyground, I wanted to create the Fariy Godmother as an older lady with a perm who kind of nagged a bit. So I talked to the staff that designed Drippy and I told them to make a woman that looked kind of like a mountain. They said they liked the idea of a mountain-like woman. I wondered what they meant and they explained it felt like "Mother Earth as a mountain that gives birth to the fairies," which I in turn felt added an even more interesting element to the image. That sort of reminded me of how sea anemones lay eggs, and how their offspring burst forth, and so I wrote that into the story. That concept in turn was built upon until, in the final game, it becomes like this giant explosion where the offspring all come popping out, landing in the river with everyone else jumping in as if it is some kind of celebration. [laughs]

Another story where we put in a lot of hidden effort was my asking the artists and game designers to add more playful elements onto the world map. One of our themes is "the discoveries and chance meetings had on an adventure." I think that's one of the best things about playing RPGs. One example of this is where we added all these hidden caves and forest glades around the world map; and when you enter them, you'll find strange people or creatures living there. That's the kind of fun discoveries I wanted you to experience.

—— Is that where the idea for all those hidden forest glades came from?

That's right. I really wanted to have all these forest glades and caves hidden around the world, so I asked my game designers and artists to add them in. Later when I checked out the world map, there were a lot of spots that looked like they might have something hiding there, and that made the adventure so much more fun for me. Also, at the end of the game, the Guardian of the Worlds appears in the center of the world map, so my staff called it the "bellybutton of the world." So the staff in charge of building the world map had a lot of fun with it, and I hope you all have as much fun discovering these secrets as we had creating them for you.

—— Do you have any other things that you want players to find?

In battles, I like being able to combinine your party members' equipment and items in your own way to defeat the toughest of enemies, so I hope you find that fun in *Ni no Kuni* as well.

I'd also like you to meet some of the strange characters that our game designers enjoyed putting in the game. [laughs] I really like the crab having a shower under a waterfall in the crab cave on Teeheeti, as well as that posh chap that keeps asking Oliver to go find his diary that he has dropped. One of the other crabs next to the one having a shower sounds quite intelligent, so I find that huge difference in characterization funny. You can see we had a blast just coming up with ideas of how crabs should talk. As for that posh traveler chap, he seems so out of place that you know he's going to get himself into trouble. Each time you see him you think "Don't tell me he's gone and dropped his diary again!"and even the way Drippy and Oliver react gets more interesting after the third time or so. That's just another fun thing in the game that's unrelated to the main story that I hope you enjoy.

In the English version, look out for my Japanese dev team's own attempt at an English translation of the Smiley 'n' Surly comedy scene hidden as an easter egg in the RIP room of the casino (unlocked by exchanging casino chips for the required tickets.) It's our way of showing how the game could have sounded if translated by the wrong people! [laughs]

— Do you have a final message for the people reading this interview?

I want RPG fans to enjoy this game. The whole dev team thought, "What makes RPGs fun?" as we packed in as many interesting features into the game as we could. There's some good old elements in the nostalgic parts, and some new and exciting elements in the battle system, so we hope you find both sides entertaining. And I'd like the players who are reading this guidebook to become obsessive about raising familiars. There are so many fine details in the parameters and abilities of the familiairs that I think will generally go unnoticed. So I want players who can see those details in this guide to make their own plans for how to best raise their own special familiars.



Ken Motomura

LEVEL-5 company executive and Senior Manager of Product Management Department No. 2. Ken directed Jeanne D'Arc, Dragon Quest IX: Sentinels of the Starry Skies, and the DS version of Ni no Kuni as well as this PS3 version of Ni no Kuni.

AN INTERVIEW WITH YOSHIYUKI MOMOSE

A fresh new creation that Studio Ghibli has never done before.

We interviewed Yoshiyuki Momose of Studio Ghibli, the gentleman responsible for the brilliant, colorful animation. He told us his thoughts on supervising the event scenes of Ni no Kuni: Wrath of the White Witch.

— How was working on animation for a video game?

I wasn't creating the game itself, so it wasn't quite that perplexing. But with regards to the animation for the event scenes, the way you make it doesn't change. I've just been doing what I wanted to do, which was create Studio Ghiblistyle animation. And if you want to make that, there's always a set process to follow, to keep it consistent.

— With regards to the storyboards, did you have detailed specs from the beginning?

To start, I received the story outline and design points, along with the scenario that Mr. Hino wrote. From that scenario, a number of storyboards emerged, but there weren't any detailed spe-cifications. "We've written out this scenario. Do you think it's interesting? We don't mind if you have ideas and want to change things." That was pretty much what they said. So I wasn't really tied down to the scenario, which made things much easier.

— Was there anything you fussed over after it was drawn?

The world of Motorville is fashioned after 1950s America, so I wanted to make sure that the scenery and the appearance and movements of the people all called forth that kind of feeling. So we needed to keep that in mind through the quite lengthy creation process. That makes this game a fresh new creation that Studio Ghibli has never done before.

— Did you have to draw a lot of scenery?

I just drew scenery for the different cuts in the game. The way to create consistent animation is the same. So to get a feel for the world, you need to think of what kind of emotion each scene is intended to provoke, and then direct the artists to create images that fit.

— Were there any changes that you made to the characters?

For example, Oliver's costume needed to be changed so that he'd look like a young boy in 1950s America. Then I focused on making basic changes to make the movements easier to animate.

— How was it, working on Ni no Kuni?

I supervised the event scenes, but drawing the characters was of course fun. I felt like I was participating in creating the game, and I think that came through in the drawings.

— Were there any image specifications for the characters?

Their age, as well as the character connections and bonding. It's barely explained in the images, but you can be free with the visuals and draw what you like, and search for the thing that you find interesting.



— How was it, drawing the characters?

When you animate by hand, you have to keep drawing the same created characters. So they gradually smooth out, and you get a feel for how that character should really look and feel. When you're working with CG it comes up when you create the model from the drawing. So the drawing isn't just a blueprint; you want it to contain all the nuances you want to pass along to the modeling staff, and you need to think about that as you draw. It's completely different. But it's so interesting to see the characters you drew come to life and move around in CG, and see how they differ from your drawing. I haven't had that experience frequently, so it's always fun.

—— In regards to the event scenes, what kind of exchanges did you have during development?

One example involves meal scenes, where characters are doing everyday gestures. You're used to seeing these movements, so when they're unnatural, you know immediately, and it's easy to call out the defect. Do you want to show that their food looks delicious, to see them biting, chewing, drinking—all of those fine details? Doing that kind of movement in CG is even more difficult than drawing it out by hand. That's a technical question, and games have a very hard limitation on that. So you need to keep in mind that you should only show what you can do well.

—— So you have to be steady with your presentation.

In that scene, we don't want to show them eating; the goal was to show the exchange between Oliver and his mother. There's no reason to show the difficult part of them eating. If the way they eat is strange, then people will notice that and have difficulty getting into the story, which is a problem. Speaking generally about event scenes, my advice is to cut at the point where the viewer can empathize, and then look for deep compositions.

— When making the event scenes, were there any motion-capture sessions?

When development had begun, taking care of the handdrawn animated event scenes was a bit difficult, so we started discussing adding CG event scenes. There were a lot of discussions of "this isn't hand-drawn, so can I leave this event scene to you?" But then we realized that the Level-5 staff had drawn a lot of storyboards. So they were saying, "Please look at this," and I thought it was difficult. There were just so many! [laughs] They drew as much as they would have for hand-drawn animation, and it was taking so long and we just weren't getting anywhere. So that's when I was in Fukuoka for the motion capture. We used the storyboards in place of a script and directed the actors so we could get the data we needed. After that, we could cut and compose and rotate to fit the previously drawn scenes, so I got the sense that everything was okay. In regards to the acting, we couldn't treat it as if we could re-do it later, so it was wonderful that we got such a good performance.



I think it's important that players feel like they're participating in a Ghibli movie..

— It becomes a foundation, doesn't it?

That's right. For example, you need to capture the performance for a fat character, but the individual actor isn't fat. From the beginning, you want to make the movements normal. So from the beginning you need to think about how a fat character would move, and keep that in your head for the entire duration of the performance, so that characteristic is prominent. That's why they had me around for the capture session. If you discover afterward that the feeling of a fat character didn't come through in the performance and you want to fix it, then that costs money and isn't much of an option. If you can pin it down from the beginning, then you're less likely to need to fix it later.

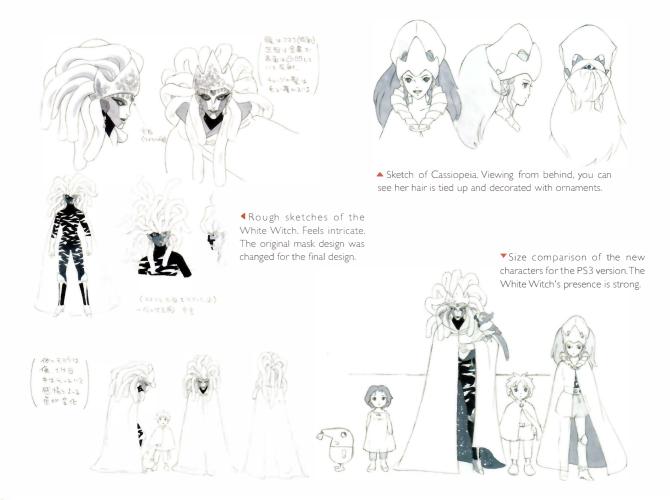
— Did you also have to direct facial expressions and the like?

Weren't there a lot of event scenes? If you break that down and look at it, it was difficult on the staff. Arranging

the drama movement requires attention, and you have to pore over every detail. There were a few scenes like that, where it felt like the facial expression wasn't enough, or I thought it needed to be a bit more lively, and I gave advice.

—— It's important whether or not you notice.

There are so many things. [laughs] It's not that you didn't do it well, it's that the tiniest things suddenly become very visible. One example is when people turn to look at something: You expect that just before you look at something, you're aware of where you're moving, and so your eyes will move first, and then your face will follow. But if there's a gap between when your gaze turns and your face turns, then it looks completely different. If the eyes and face move together, then it looks more like a doll's movement. If you do it so the character's intention becomes clear, then it looks like a living character.





—— So you just mention things that will make things better.

That's right. The Level-5 staff has been very responsive. So many things have been brought up, and they take the time and effort to stop and implement these changes. They don't give up, and they've been very respectful of deadlines. It's been wonderful. It really feels like something we've made together.

— Were you able to see the completed game?

In regards to the visuals, the concept was to look like animation cells, but there are also the game elements on the screen, so I think we ended up fairly close to that. As far as adding shadows, or arranging things so that they look like hand-drawn animation, or using simple images that run smoothly, it's difficult, I think. But I get the impression that with real-time rendering, it looks smooth. So I feel that each of the event scenes looks like a scene in a movie.

— Do you have any final message for the readers?

The event scenes are a visual medium, created to look and feel like an animated movie. If you look at another title, you might get a different impression, like you're looking at

a game. But that's a personal touch of this game. We want players to feel as if they are participating in a Studio Ghibli movie, and I think that's what you'll see. There's comedy and lots of fun content in this game. We worked hard to make it feel like a fun animated movie, and for that reason we hope you enjoy it.

Yoshiyuki Momose

Born in Tokyo in 1953. Began work at Studio Ghibli as a Layout/Production Management Assistant on *Grave of the Fireflies* ('88), directed by Isao Takahata. Created storyboards for *Only Yesterday* ('91) and *Pom Poko* ('94), produced *My Neighbors the Yamadas* ('99), and supervisor for *Ghiblies Episode 2* ('02). Also directed commercials and music videos, and illustrated



storybooks. Producer for ${\it Ni\ No\ Kuni}$'s animation part, and supervisor for event scenes.

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IMAGE GALLERY CONCEPT ART

[Artist: Yoshiyuki Momose]

Here we'll show you some of the concept art drawn by Studio Ghibli. We hope you enjoy these wonderful images that helped bring the world of Ni no Kuni to life..























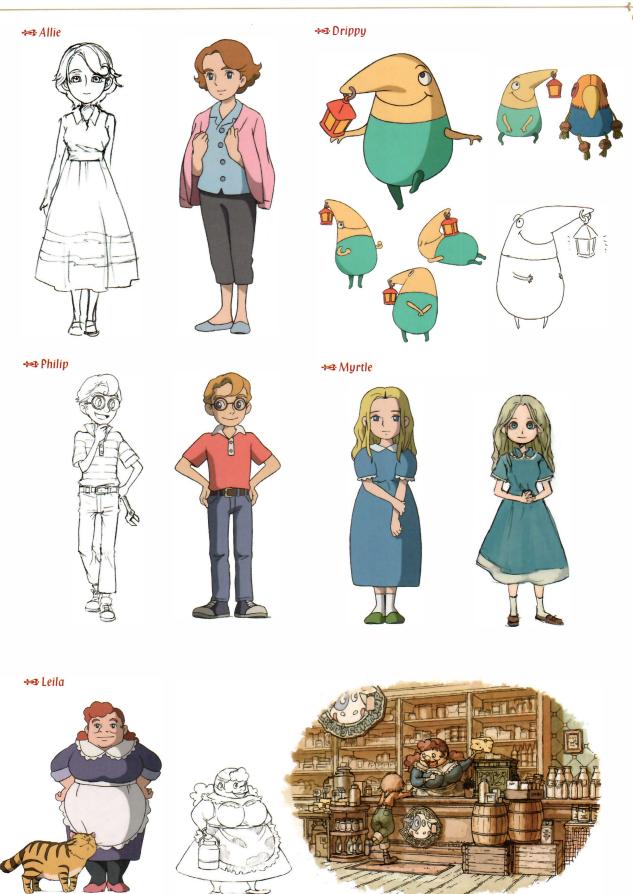


IMAGE GALLERY CHARACTERS

Here you can see the art for a number of charming characters that appear in the game. We've even included rough sketches of concept art for some of the characters.

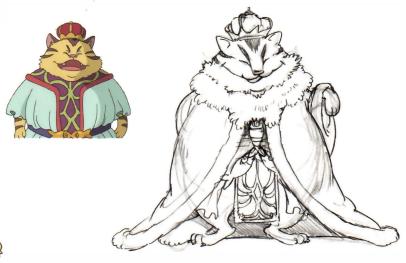


→⋈≒ The Heart of *Ni no Kuni*



₩ King Tom the XIVth



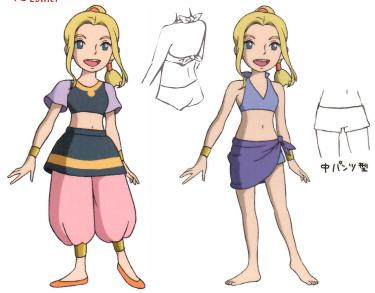


😝 Queen Lowla





₩ Esther





















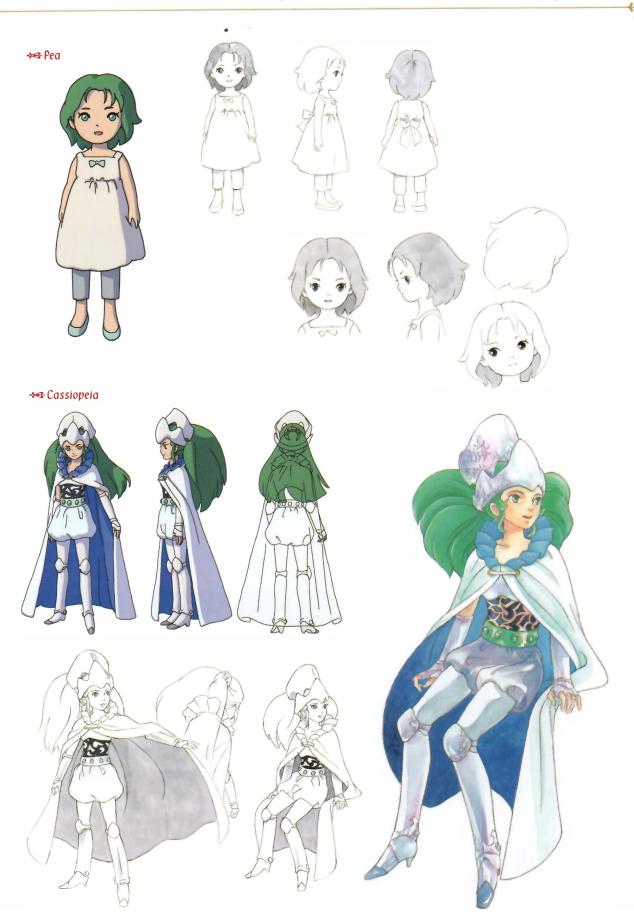


IMAGE GALLERY SCENERY ART

Here we've included a selection of minutely-detailed scenery art. Try comparing them with the actual in-game locations.

₩ Motorville—Main Street







₩ Map of Motorville

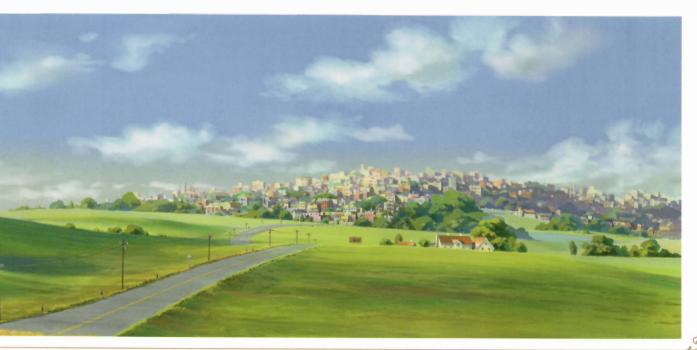


₩ Image of Motorville*



→ ₩₩ The Heart of Ni no Kuni ₩₩.





Motorville—Leila's Milk Bar (Exterior)



₩ Motorville—Leila's Milk Bar (Interior)



₩ Motorville—Philip's Workshop



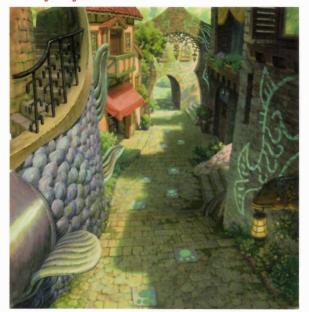
₩ Motorville—Rusty's Garage



₩ Motorville—Gateway to the Other World



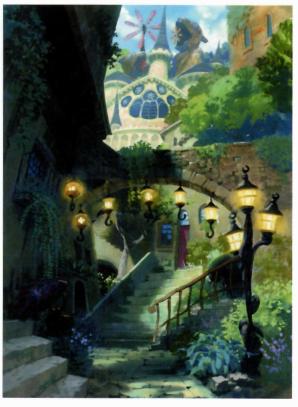
₩ Ding Dong Dell—Street 1



₩ Ding Dong Dell—Palace Interior I



₩ Ding Dong Dell—Street 2





₩ Al Mamoon (Bird's-Eye View)



₩ Al Mamoon—Plaza



₩ Al Mamoon—Palace (Bird's-Eye View)

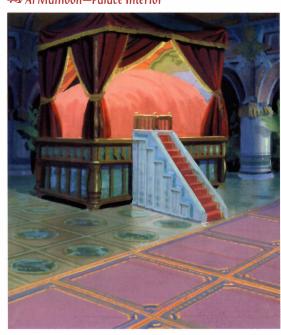


₩ Al Mamoon—Rashaad's Shop





₩ Al Mamoon—Palace Interior



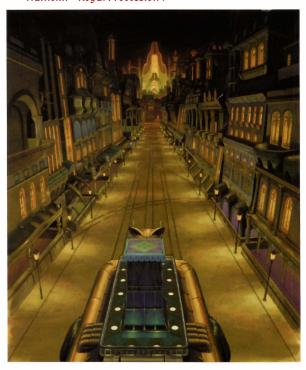
₩ Hamelin—Exterior



₩ Hamelin—Royal Procession 2



₩ Hamelin—Royal Procession 1



₩ Hamelin—Interior



₩ Hamelin—Porcine Prince's Chambers



₩ The Fairyground—Main Street

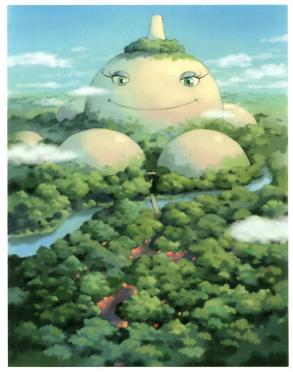


₩ The Fairyground—Cavity Club 2





₩ The Fairyground—Bird's Eye View



₩ The Fairyground—Cavity Club 1



₩ The Fairyground—Back Alley





₩ Castaway Cove—Bird's Eye View



₩ Castaway Cove—Docking Cave



₩ Yule—Igloos



₩ Yule—Igloo Interior



₩ Perdida—Bird's Eye View

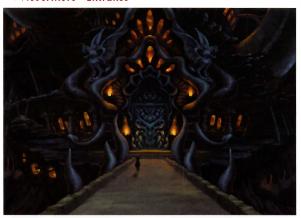


₩ Perdida—Entrance Area





™ Nevermore—Entrance



₩ Nevermore—Interior



₩ Nevermore—Exterior (After Defeating Shadar)



₩ The Ivory Tower—Exterior



₩ The Ivory Tower—Entrance



₩ The Ivory Tower—Hallway



₩ The Ivory Tower—Throne Room





IMAGE GALLERY ITEMS

Some of the numerous items you'll encounter in the game. See if you can spot the changes between these detailed designs and their final in-game counterparts.



The Heart of Ni no Kuni







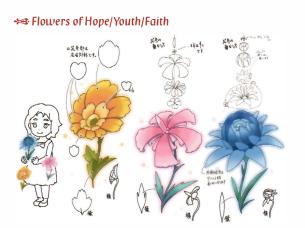






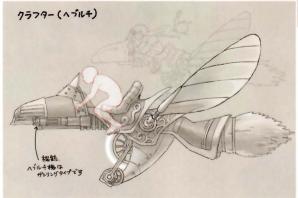
IMAGE GALLERY VEHICLES

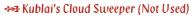
This section contains detailed drawings of some of the vehicles that Oliver and friends used during the course of the story. There are even some vehicles in this section that didn't make it to the final game.













₩ The Sea Cow



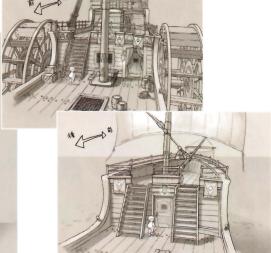




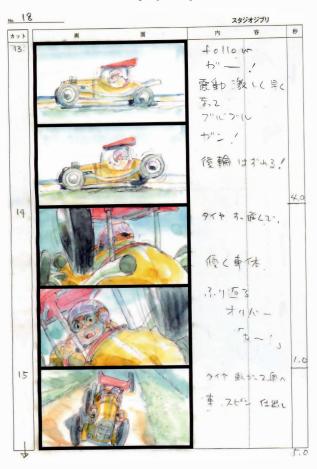
IMAGE GALLERY

STORYBOARDS

[Artist: Yoshiyuki Momose]

Here you can see some of the animation storyboards from the Crypt Casino's RIP room. The headings indicate which Mem-O-Vision animated scene the storyboard belongs to.

₩ "A Test Drive Ends in Tragedy" Storyboard

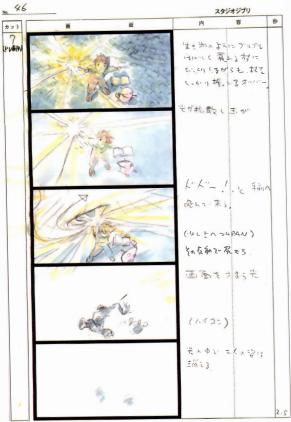


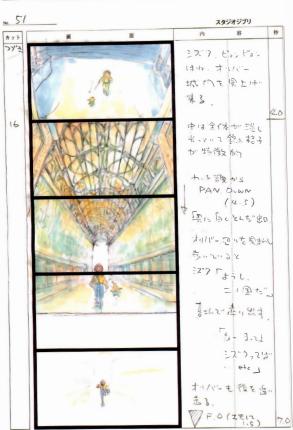
₩ "Drippy Makes His Entrance" Storyboard



The Heart of Ni no Kuni

₩ "A Gateway to Another World" Storyboard





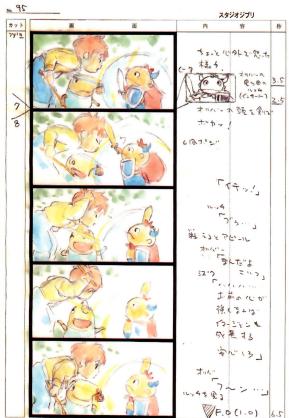
₩ "Another World!" Storyboard



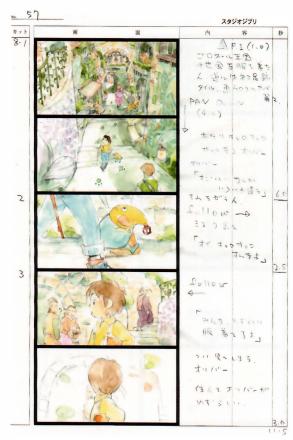


₩ "Oliver's First Familiar" Storyboard





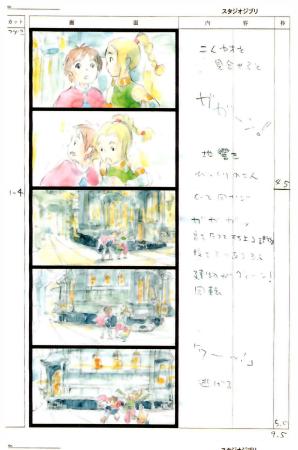
₩ "A Curious New Kingdom" Storyboard

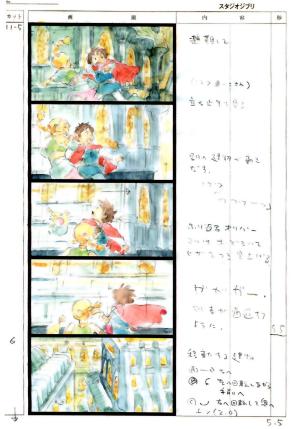


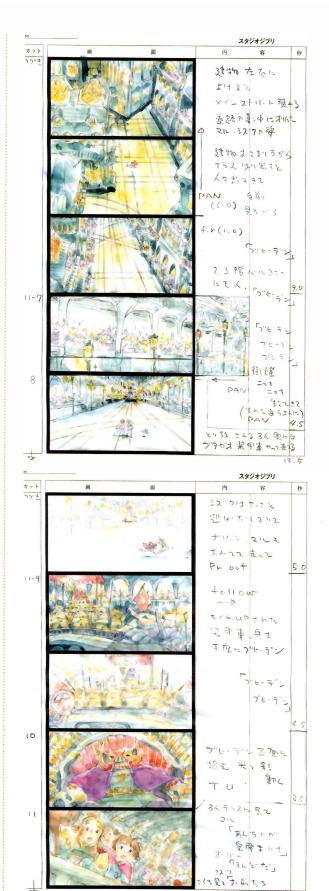




₩ "The Royal Procession" Storyboard







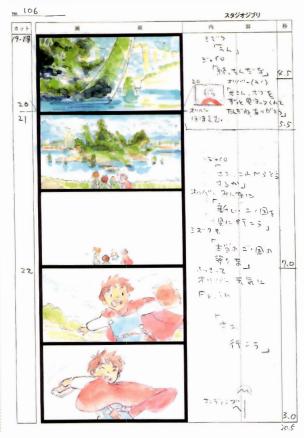
→ ★★★ The Heart of Ni no Kuni ★★★

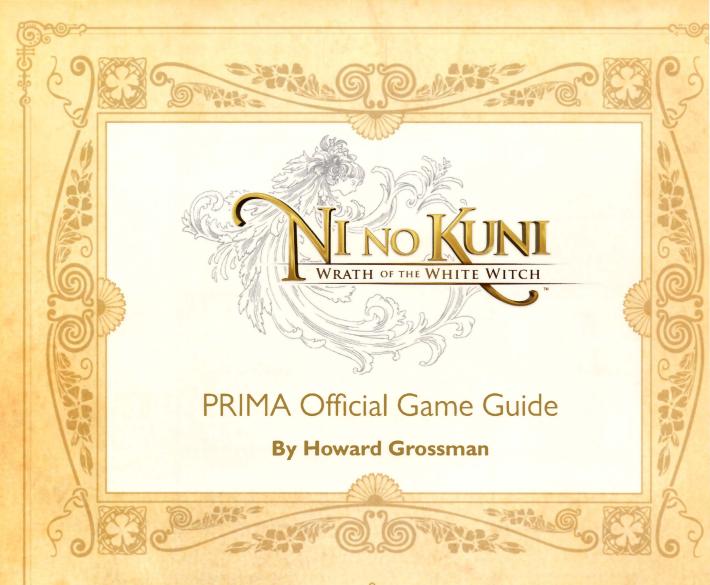
₩ "Farewells and New Beginnings" Storyboard













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